CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

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NARC - The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!
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Seven levels of muscle-straining, reflex-testing, sideways scrolling fury!
Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!
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TOTAL RECALL
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Mars. You ar
unique trave
fantasies into
turn their dre
horror as y
nightmares. Suddenly your eve
assassins, you discover the sin
me". Travel to Mars to discover
now a journey of non-stop act
vehicles and a startling array of
executed graphics and a game
of the year's top movie. TOTAL R
the 21st Century.
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OCE

OF GENIUS

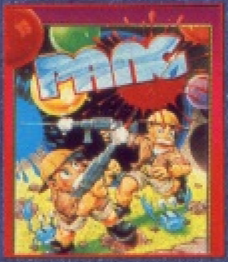
w would you know if someone
? As Doug Quaid you have been
rring dreams of another life on
rawn to Rekall Incorporated, a
ervice specializing in implanting
he minds of those who desire to
ms into reality. Experience the
r dreams turn into hideous
y move is dogged by would-be
truth - "You're not you - you're
r true identity - your mission is
n, strange mutants, futuristic
eaponry all captured in superbly
y that compliments the success
ALL... a nightmare journey into

S INC.



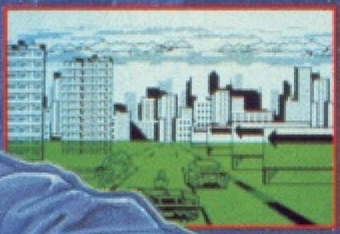


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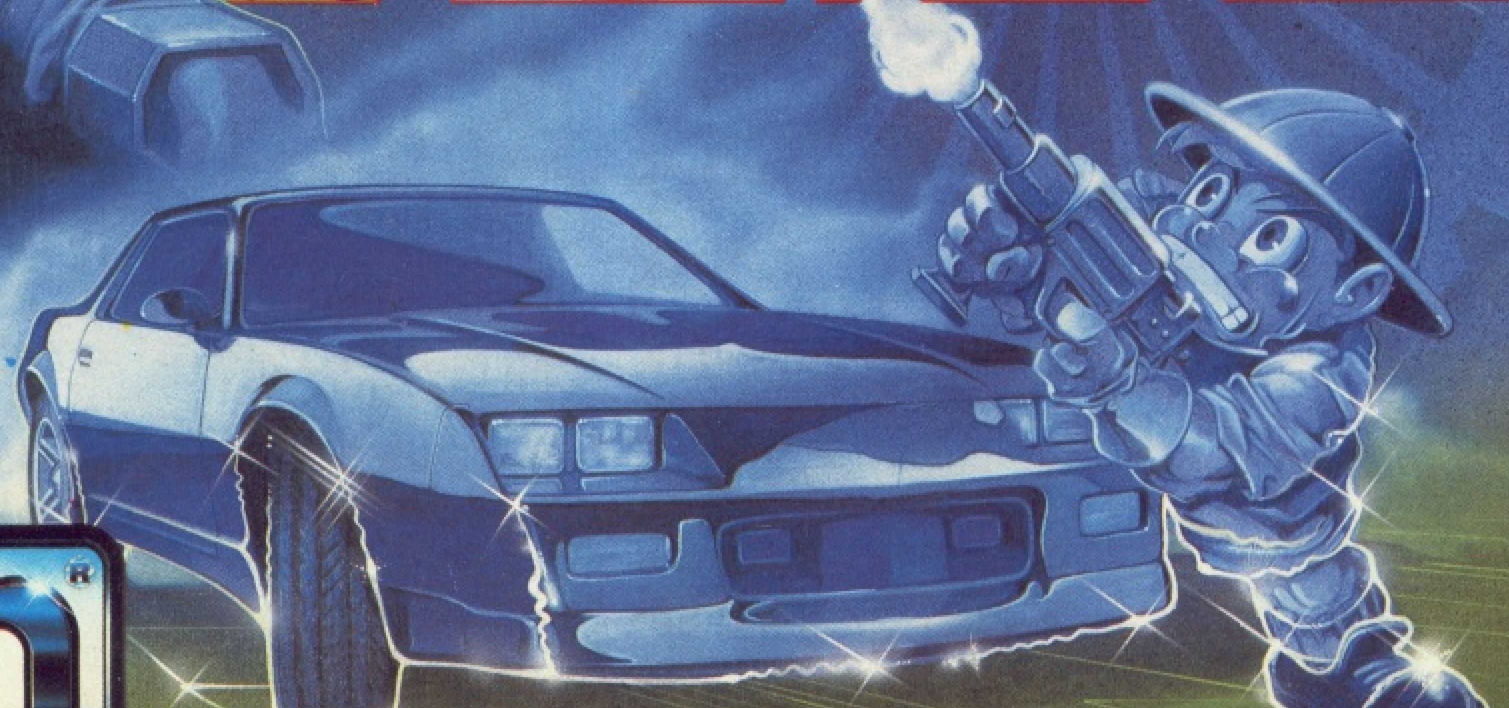




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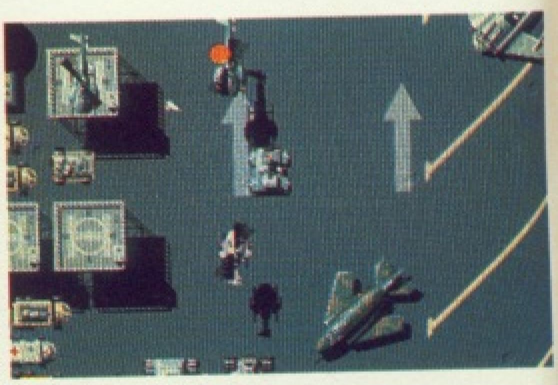
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There's a brand new softcos in town. Turn to page 7 for news of their first exciting games.



Chopper wars rage as *SWIV* flies in low and hits the Amiga with both guns blazing. Read our up-to-the-minute review of the Sales Curve's big new shoot 'em up on page 44.





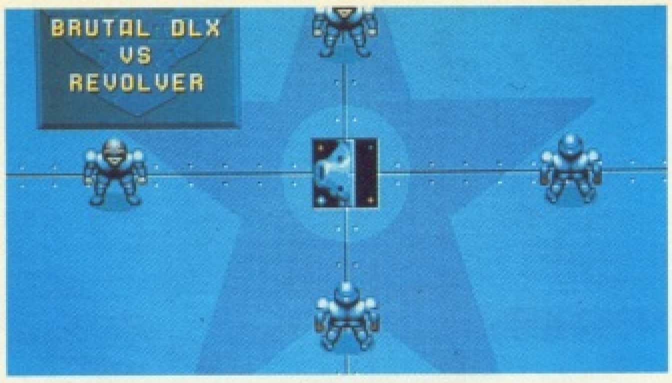
It's all-out war! Find out about the high-tech killing machines developed during the Vietnam War in a special feature on page 50. It's a killer.

REGULARS

Mirrorsoft's *Predator 2* unleashed...page 16.

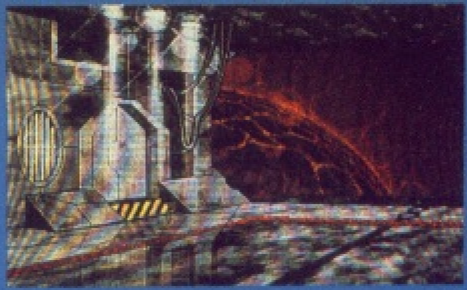


SPECIALS



CU examines the Vietnam War and takes a look at Domark's big new game, *'Nam*. Page 48.

Read the reviews *first* with CU Amiga. This month we've got exclusive reviews of four *big* games: *Turrican II, Exterminator, SWIV,* and *'Nam*. Beat that!



GAMES



THE DISC

It's Sequelmania here at CU, as we offer you two demos of the most eagerly-awaited sequels around. First of all, we have a complete tower from Hewson's Nebulus II which won't be appearing in the final game. And, secondly, we are also proud to present a huge chunk of Rainbow Arts' Turrican II, which takes you all the way up to the first end-of-level guardian.

REVIEWS

BUDGET

BUZZ

Mega news from US Gold as Twins are on their way...Blast into the future with The Assembly Line's follow up to Cybercon III...and Impressions travel back in time to the Roman Empire for their latest strategy game.

U.S. GOLD HAVE TWINS!

Following up their recent signing of *Magic Sword*, U.S. Gold have just secured the licence to Capcom's cutesy *Mega Twins* coin-op. The arcade game follows the adventures of the two twins of the title as they make their way through their cutesy world which has been overrun by a group of baddies. These evil warriors have appeared from nowhere and have secured the throne and the two twins must scour the *Toki*-style play area fending off the unwanted attentions of countless assailants. With large, colourful sprites and typically cute sound, *Mega Twins* sounds like it could be a promising conversion – especially considering the success of games like *New Zealand Story* and *Rainbow Islands*. Tiertex, who in the past have converted *Dynasty Wars* and *Strider* for USG, are writing the conversion, and we'll bring you up to date in First Impressions very soon.



U.S. Gold will also be releasing a conversion of Sega's *Bonanza Brothers*. Another cutesy coin-op, this is due to appear in an arcade near you very soon, and news of it is scarce. Both games will be out by November.

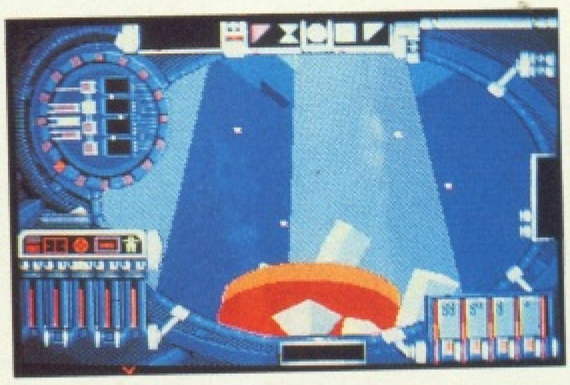
FRIENDS, ROMANS, AND COUNTRYMEN...

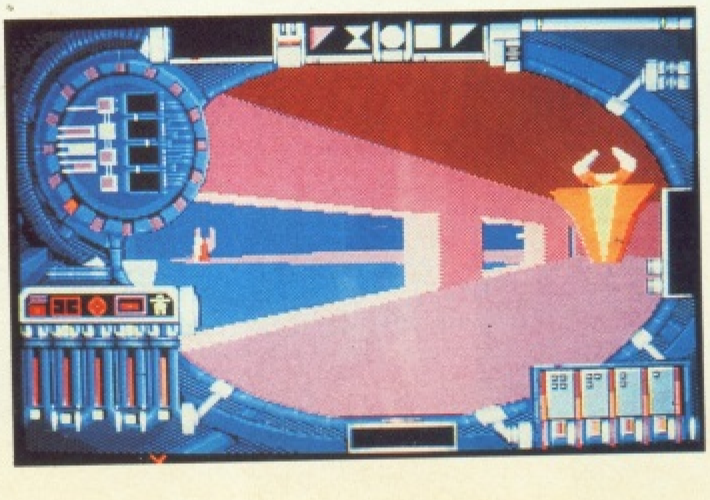


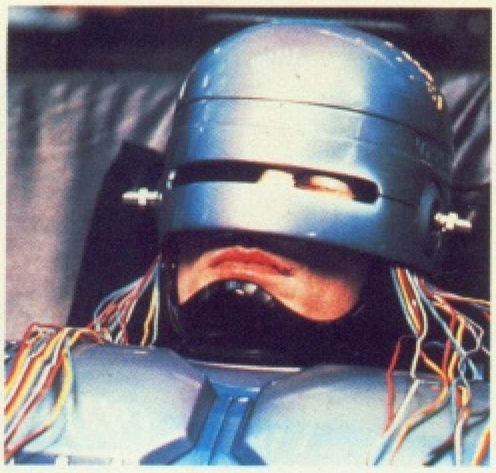
Following the colonial battles of *Rorke's Drift*, Impressions are set to follow it up with *Cohorts – Fighting For Rome*. *Cohorts* takes the game system used in *Rorke's Drift* and expands upon it, adding more scenarios, improved group commands, and better sound effects. As the leader of a Roman army, you have to lead your centurians to victory as you attempt to dominate the known world. Obviously, the locals don't take too kindly to this and you must use all your strategic skills to cut down any resistance. In all, *Cohorts* sound like one for fans of *Rorke's* and those with a strategy bent, but you can see for yourself when it is released in April.

CYBERCON III RETURNS

Yes, we know that it isn't actually out yet, but already those busy bees at The Assembly Line are currently preparing a sequel to U.S. Gold's forthcoming 3D epic, *Cybercon III*. During *Cybercon's* development, TAL had already seen the possibility of a sequel as they hadn't managed to cram all the intended features into *Cybercon III*. The game will pick up where the first game leaves off, and the 3D routines will be made even better than they already are. The scenario hasn't been decided on yet as plans are at an extremely early stage, but U.S. Gold will almost certainly sign it and we expect the game to be released sometime near November. Stay tuned for more details.







OCEAN COMPLY AGAIN

With the film in production in the States, Ocean have already acquired the licence to Robocop III. Continuing their run of big film licences, they will also be releasing a game based on Bruce Willis's newie, Hudson Hawk. Both games are currently under preliminary development with the final designs yet to be finalised. Ocean's product manager, Gary Bracey, has seen the scripts for both films and is confident that the two games will be as close to their movie counterparts as possible. The filming of Robocop III is surrounded by secrecy at the moment, but it is known that Peter Weller will NOT be playing the metal cop and that the film makers are aiming for a PG 13 rating. This means that the violence of the first two films will have to be toned down drastically, as will the language. Rumour has it that Frank Miller, who penned the script for the sequel and is famed for his 'Dark Knight Returns' Batman story, returns to the scripting front and that Cain's brain has somehow been preserved and is being used in another robot body by a vicious gang of criminals.

The game is likely to take the form of a multi-directional shoot 'em up and is being written in-house. News on *Hudson Hawk* is even scarcer with a few sprites knocked up and even less decided, although firm news of who is working on it isn't being released. We reckon that it's Special FX. An update will appear soon.

GREMLIN REV UP AGAIN

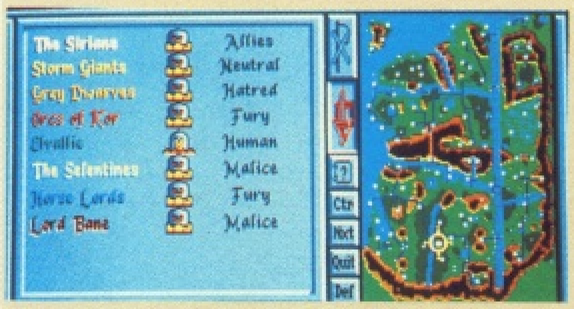
Gremlin's race game catalogue is set to expand again with the arrival of two sequels. The first is Shaun Southern's *Super Cars II* which retains the basic *Super Sprint* theme but adds all manner of new features. There will be twenty levels, each boasting a new assortment of ramps, banking roads, and pot holes. The accessory shop has also been expanded, and now features twice as many weapons and a few more wheel and turbo additions.

The second sequel is a bit more tentative, but if it comes to fruition it'll be one to watch for. As well as *Supercars II*, Shaun in also planning a sequel to his brilliant *Lotus Challenge*. Plans for this include faster update, more cars and tracks and, when played in single-player mode, a full screen will be shown rather than half.



FEUDAL LORDS

Impressions have decided to leave the arcade scene behind them and concentrate on the games they are best at – strategy romps. The first game to appear as a result of this decision is *Feudal Lords,* a massive simulation comprising colonies, economics and, of course, fighting! You are given the position of one of the Lords of the title and must battle against others of your kind for possession of the surrounding areas. To do this you must build up a good supply of followers, whilst ensuring that their economic background is stable. Mines can be found and used for finance, and you will have to fend off the attacks of jealous rivals to keep possession of all your goodies. In addition, pirates make appearances just to ensure that your already difficult task is made trickier. It'll be out in April priced at £19.95.



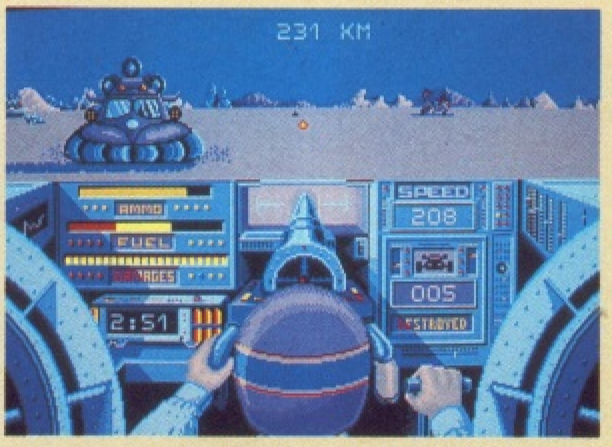
WARLORDS

It's all been fairly quiet on the EA front since *Powermonger,* but they are set to return with *Warlords,* an eight-player strategy game written by Strategic Studies Group. Starting from your castle abode, you are given the task of conquering all you survey – and this involves defeating the other seven players by amassing huge armies and overrunning their land. To add a little variety to the game, there are also a selection of special weapons to enhance your warriors' chances, and alliegnaces can be struck up with all manner of dragons and hell-spawned creatures. Expect a review next month.



NEVERENDING STORY II

Released to coincide with the film's debut, *The Neverending Story II* is a multi-stage arcade game, comprising a number of game styles. Cast as Bastian, the young hero of the two films, you must run, jump and fight your way through the outlandish landscapes that make up Fantasia until you finally encounter the villain of the 'peace', Xayide. The on-screen adventure will contain a number of sequences from the film, such as the epic dragon ride, and some of the film's characters will appear to offer advice and lend a hand.



TOMAHAWK

Not to be confused with the age-old Digital Integration 'Chopper sim of the same name, *Tomahawk* is a 3D shoot 'em up split into eight stages. As a chief secret agent you have infiltrated a series of small islands which are acting as the base for an infamous group of international felons. Lurking somewhere on these islands are the leaders of the organisation, and it is these that you must locate and assassinate. The game features a number of different styles, ranging from one-on-one beat 'em ups to driving simulations and 3D piloting.



ALIEN BREED

Team 17 are a new face to the Amiga, but they are set to make waves with their first release, *Alien Breed.* A one or two-player shoot 'emup, along the lines of *First Contact* and *Alien Syndrome. Alien Breed* involves searching an overrun Space station for survivors of an alien invasion. Unfortunately, your task is hindered not only by the marauding aliens, but by a strict time-limit and a series of traps, but if you can overcome these, you are rewarded with another, harder deck to clear.

FULL CONTACT

Sporting large, fully animated sprites, *Full Contact* is another addition to the swelling ranks of the martial arts genre. As a young novice, you must learn the ways of the orient and fight your way through a succession of increasingly-difficult opponents until you attain the coveted black belt. With a full range of kicks and punches, the game is supposed to be one of the most realistic fighting sims ever to grace the Amiga. Quite how it plays remains to be seen, so stay tuned for a full review of this, the second game to emerge from newcomers Team 17.



GODS

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ST version shown

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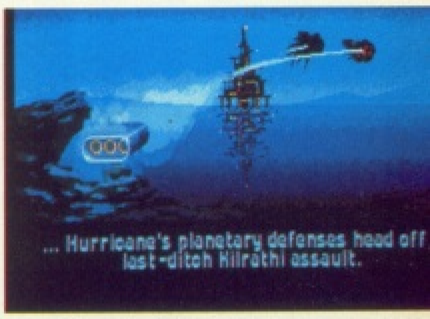
Renegade

BUZZ

As the Amiga breaks all records, console version rumoured to be on the way...Delphine announce a sequel to Future Wars...Lucasfilm develop Spielberg movie tie-in...

COMMODORE'S HAPPY CHRISTMAS.

Once again, the Amiga has secured its position as THE computer to own. Over Christmas, Commodore claim that they sold over 140,000 machines and this number could have been even higher if it hadn't been limited by supply problems. This brings the number of machines sold over the year up to the 200,000 mark, and Commodore are confident that they will break this record and sell over 250,000 Amigas in 1991.



With the A500 and A1500 already selling well and peripheral sales on the up, rumours have started to appear regarding the possibility of an Amiga-based console. Commodore's first entry to the booming console market came in the form of the C64 GS, and an Amiga console would be Commodore's equivalent to Sega's Megadrive. We already hear stories that a number of software houses are producing console-based games for the machine's launch, although, understandably, the companies involved are reluctant to pass comment. One of the first titles to appear on the machine is rumoured to be Mindscape's *Wing Commander*, a conversion from the impressive PC version. If the game was to be released on disk, it would span a hefty eight disks (even more than the Bluth games!), so the instant loading offered by a cartridge-based Amiga is a tempting thought and would make the game easier whilet avoiding annoying disk swapping.



News of other developers is scarce, although Ocean are believed to be converting a number of their titles over to cartridge. Ocean, incidentally, were one of the first 'outsider' companies to produce games for the 64 console, and were presumably one of the first to be shown the plans for the system, and we expect them to produce a compilation cartridge of some of their bigger titles. The advantages of such a system are immense, with massive reductions in loading time and the ability to cram massive games, such as the aforementioned Bluth games or a Magnetic Scrolls adventure, onto an unobtrusive cartridge.

ADVENTURING WE GO...

U.S. Gold seem to be snapping up more game than they can release! Coming soon from Lucasfilm via the Birmingham giants is *Return To Monkey Island*, the sequel to Lucasfilm's massive adventure. Since they brought us *Zak McKraken* and *Maniac Mansion*, Lucasfilm's adventure team have been refining their point'n'click system and apparently, *Return* will sport the most impressive graphics and deepest gameplay yet. The first game was set in the 1600s and followed our hero's attempts to win the confidence of a hardened group of pirates and eventually steal the fabled riches of the titular island for himself. The second game picks up several years after the first, with our hero uncomfortable in his new-found life of luxury. By chance, he hears rumours of a second cache on the spooky isle and, appetite suitably whetted, he ventures off in search of it. Naturally enough, all is not what it seems and he meets fierce resistance and must avoid the many pitfalls that await him. The game is at a very early stage of development, and the team are currently putting together its graphics and the basics of the gameplay. It'll be out some time in 1992 and we'll bring you more news as it starts to shape up a bit more.



Actually, whilst we're on the subject of Lucasfilm, they are currently working with movie mogul, Steven Spielberg on a title known as *Mr Dig*. News is extremely scarce at the moment, with no game details known, but it will be tied in with the forthcoming film of the same name. The title makes the game sound as if it could be a *Mr Do!* variant, but you'll just have to wait and see when we bring you an update soon.

Finally, fans of Delphine's unique style of adventuring will be pleased to note that a sequel to *Future Wars* is on its way. Once again, the forces of evil have invaded time and are all set to change our destiny and maybe even our genetic design. Our hero must intervene and ensure that things are left as they were. As with the other two games, details are shaky at the moment, but *Future Wars II* is scheduled for a Christmas release.

BUZZ

Ten new games on the way from Core Design...Bruce Willis gets the pixel treatment courtesy of Grandslam...Psygnosis and the Bit Map Brothers at odds... MicroProse in Gulf Strike...Kinetica in Knight attack...

CORE'S NEW GAME



1991 is going to be a busy time for Derby-based Core Design. Following the likes of *Car-Vup* and *Corporation*, they are set to release no less than ten titles. The first to be released is *Chuck Rock*, a cartoony arcade/adventure starring the caveman of the title. Chuck's arch enemy, the evil Gary Gritter, has kidnapped Chuck's missus (dragging her by the hair, of course!), so Chuck must negotiate a dangerous dinosaur-filled world in pursuit of the wife-stealing baddy. The game is a multi-directional platform romp, with Chuck lobbing massive boulders at the oncoming dinosaurs and baddies, and avoiding death at their hands. In addition, as protection, he can also stun enemy creatures with his incredible 'belly bump'! Following that, there will be a 3D futuresport written by Steve Northcot (who converted *Dark Side* to the Amiga for Incentive), and the action is viewed through the eyes of the player you control.

DIE HARDEST!

Hot on the heels of their soon-to-be-released *Hunt For Red October* arcade game, comes the Amiga version of Bruce Willis's smash film, Die Hard II, courtesy of the phoenix-like Grandslam. Programmed by Fareham-based Images, the game is a multi-level eight-way-scrolling shoot 'em up with Bruce represented by a small sprite, armed to the teeth and out to defeat a potentially nasty siege situation. Set almost exactly a year after the first film, Bruce's character, John McClaine, is waiting for his wife to return for their Christmas holiday when the airport is overrun by a group of terrorists. Being the hero he is, John reluctantly slips away and tries to rescue the terrified passengers before the terrorists lose their cool and blow up the plane.

Images' game follows the action over five levels. Armed with a gun, you control John and must make your way to where the enemy stronghold lies and take out the guards before eventually freeing your wife and the rest of the hostages from their impending doom. Expect a review soon.

THE MEDIEVAL DEAD



News reaches us that Dave Lawson and the Kinetica crew in Liverpool are starting work on a medieval game with loads of sword-fighting knights and plenty of dragons to slay. The scope for this scenario is immense, with plentiful stories from King Arthur to draw inspiration from, and Kinetica's graphical prowess which was first seen in *Gold Of The Aztecs*, should give the game a stunning appearance. Work will begin as soon as the guys have finished work on *Saragossa* their massive space epic, and the game will be released by U.S. Gold sometime in the near future.

SOMETHING FURRY THIS WAY COMES...

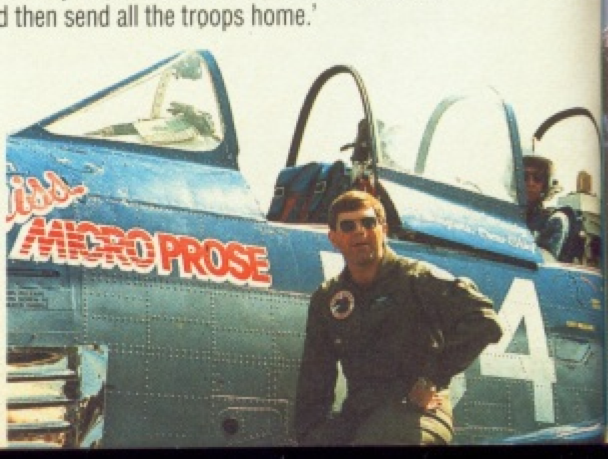
We hear strange stories regarding a game soon to appear from the Bitmap Brothers. Apparently, they may be working on a game starring a group of furry creatures who must be saved from doing themselves in. Sound familiar? Well, it does seem to sound a little like Psygnosis's superb *Lemmings*. Bitmap, Eric Matthews, denied the rumour stating that 'big graphics are our thing', but sources at Psygnosis are said to be just a little bit miffed at the prospect.

MAKE GAMES NOT WAR

MicroProse win this month's award for astute publicity seeking. The softcos have produced more than their fair share of military sims set in the Persian Gulf area (*Gunship 2000, F-15 Strike Eagle, F-19*) and now look set to cash in on the current instability in the area and the prospect of an horrific war. Ted Markley, vice president for product development at MicroProse USA, was quoted as opining: 'If only we could send out product to Saddam Hussein and say,"You play ours and we'll play yours," and then send all the troops home.'

Copies of their games have already been sent out to the Gulf to keep the troops entertained.

MicroProse's involvement might become more serious with news that the Air National Guard in America have been called up. Wild Bill Stealey, a former founder of the company, has been in the A.N.G. for many years, recently gaining promotion to Lt. Colonel, and could soon be flying out to the Gulf.




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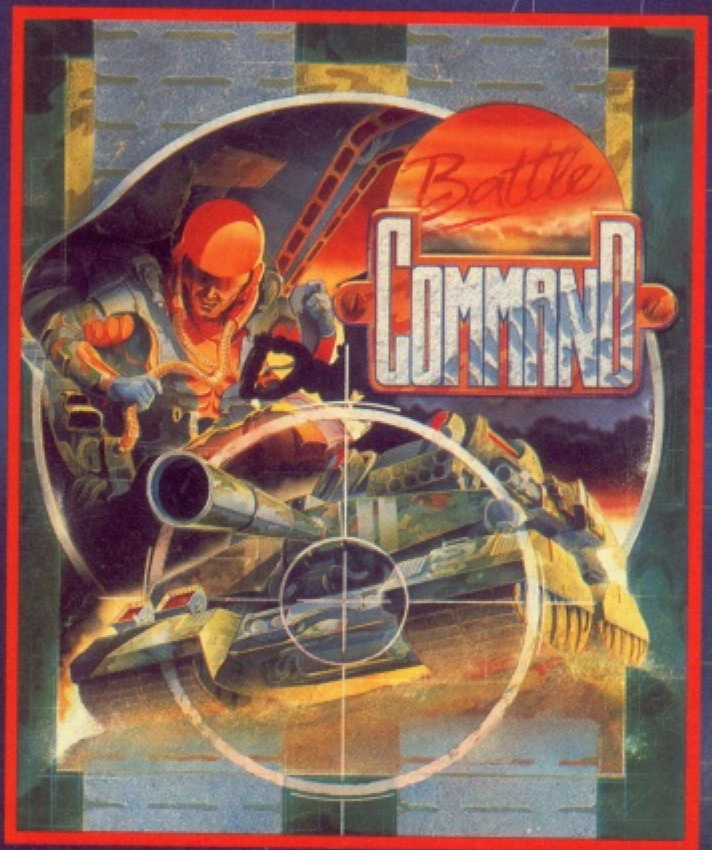


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The only flight simulation to provide detailed daily war update reports.
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F29 Retaliator is that flight simulation
F29 Retaliator presents the fastest and most detailed graphical environment ever seen in a flight simulation. With multiple internal and external viewpoints, multi-player comms option and a wide range of difficulty levels
F29 Retaliator will suit both the beginner and the expert pilot.
You have the choice of two of World's most advanced aircraft - the F-22 ATF and F-29.

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME

Our chopper tailed-out after taking a hit.... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia... that and the elusive psycho in my squad - I gotta figure out who he is before the morale factor becomes our worst enemy. Jeez, will this stupid war never end!
Sensational graphics and a game-play that will have you sweating on the edge of your seat...every move you make, every decision you take may not only be the last for yourself but also for your platoon.

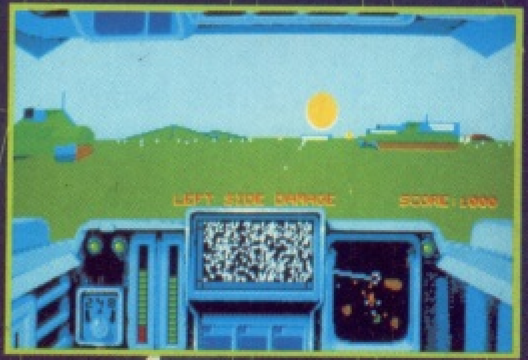


STRATEGY AND ARCADE ACTION for one or two players.
Take on the role of the desperado with a heart of gold; Billy himself, or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett.
As Billy you must survive by your wits. On arrival, check out the town, the men you think can help you, where the big games of poker take place, is the bank worth taking or is it going to be too hard to crack?
The other side of the coin is Pat Garrett. You must track down Billy using all your cunning. The payroll train is due to arrive...do you take all your deputies or leave some to keep an eye on the bank? And when you find Billy you will meet in the final showdown...now the guns do the talking!

FIRST INTO BATTLE... LAST TO LEAVE

Control the "Maular" Assault Tank in one of 16 scenarios in the ultra war, fought between two nations in the new World. The latest phase of the North/South war has reached a stalemate, eventually developing into a standoff between armies massed over a long, dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.





ean

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BACKCHAT

LETTER OF THE MONTH

SOFTSHOP SURVEY

I'd like to recommend the softshop I use to buy all my software. I use the Virgin Megastore's game shop on Oxford Street and have done so for the past year when I first got my computer. It's great, full of every type of game and the staff actually know about the games and will play demos for you so you can see what it's like before you buy. How about running a regular column where the CU staff can go undercover and see if a shop is any good? I've been in to some stores where they didn't even know how to load up a game or turn on the Amiga.

Nigel Howe, Glasgow.

It always amazes us how some shops launch into the computer market, carry several machines and related games software, and yet fail to train up their staff so they at least know the basics. You know, little things like how to turn on the power supply or where to insert a disk. As for your idea about the CU staff to donning false moustaches and big noses and check out softshops the length and breadth of the country – well, we have enough trouble meeting deadlines as it is! However, if any reader has a shop they'd like to recommend to other readers, drop us a line at Backchat, c/o CU Towers.

ASKING QUESTIONS

I filled in the CU questionnaire in the December issue and wondered if you'd be publishing the results in a future issue? I think it'd be very interesting to see what other readers liked or disliked.

Dean Cutler, York.

The CU surveys have come flooding in. We've got thousands of 'em littering the office which is creating mayhem for the ad team who've got to collate all the answers. A big thanks must go to everyone who answered the questionnaire – it's very much appreciated. We've read every one of them and will be acting on some of the ideas that readers have suggested for improving the mag.

GRAPHIC DELIGHT

Thanks for the very informative Graphics DIY series. I can't wait to see the finished demo, as from the screen shots it's looking very good. What are you going to do to follow it up?

Also, I noticed that you had a complete game on the cover last issue. Do you intend to do this regularly or go back to having the playable demos on it? I'd be a bit disappointed if you stuck to having full games as I use demos to decide which games to buy. The December disk featuring *RoboCop, Lemmings* and *ESWAT* was terrific, your best one yet.

D. Raj, London.

The Graphics DIY series will continue after the Bullfrog demo has been completed. At this very minute we're having talks with a top development team and thrashing out a deal to make the feature even better. Watch for it. As for complete games vs playable demos of hot new games, we haven't decided what to do yet. What do our readers think? Drop us a line and let us know.

CHRISTMAS TURKEYS

I was a little disappointed with the Christmas games on offer this year. What a let-down. Very few look any good. The only ones worth the dosh seem to be *Powermonger, RoboCop 2, Lotus Challenge* and *Lemmings*. I bought *Turtles* and was really disappointed with it. Why didn't you review this game? I notice you don't review a lot of the games that come out. Why? Are they all turkeys?

Christopher Borne, Reading.

We've got to agree with you that this year was a bit of a disappointment as regards great games. The ones you listed were certainly worth the money, though. As for the *Turtles* game, Mirrorsoft didn't give us a copy until after the game was on sale in the shops. And we can't realistically cover every game that's published, so we tend to concentrate on the best ones. If a game's not covered we've probably considered it not worth the effort. However, a few games do slip through the net, arriving too late for an issue and too early for the next one. We've introduced a round up section this issue for that reason. If it gets a favourable response we'll keep it as a regular feature.

FIRST FOR NEWS

Thanks for a great mag. I really liked the new look a few months ago and now you've put in another great new section, namely *First Impressions*. I also buy The One magazine which always seems to be hot on news stories. Now you're even better. It's really informative. I hope you keep it up.
Is *And Finally* going to become a regular feature as well? This was really funny, but why does Andy Beswick want a sense of humour for Christmas and Tom Glenister a rubber cat-suit? I'm beginning to wonder about some of the CU staff, especially that Mark Patterson guy. A real weirdo!

Tom Adamson, Wakefield.

Dan replies: Yep, you're spot on there, Tom. I have to work with this lot. Andy's a right misery, always moaning when we give him 20 pages to design in an hour. I mean, what does he think we pay him for? He should think himself lucky. As for Glenister, our ad manager, he really wants to come back in another life as an

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

SHAKY KANE

aeroplane of all things. I think he's one rotor blade short of a propeller. But I have to agree with you about Mark – anyone who can munch their way through three doner kebabs with extra chilli source in a lunchtime has to have problems.

I SEE NO CD

What's happened to CDTV? You gave it a lot of space when it was first announced, but since then not a dicky bird.

Brian Dempster, Norwich.

It's still early days for Commodore's CDTV. At the moment the machine's going under extensive field tests in 2,000 schools and homes around the country. Once these are completed, Commodore will then have to analyse the feedback they get and work out a good marketing strategy for the machine. A planned launch next spring is looking increasingly doubtful, and many developers who showed initial enthusiasm for CDTV are now being more cautious until Commodore's plans become clearer.
Our contacts suggest the machine will receive a UK launch in early March, but don't bet on it. Dixons have been persuaded to place the machine in around 100 stores with a price tag of £699.

ST BASHING

Here's a cheat for that cool ST-destroying game from your first coverdisk. As soon as you insert the disk press down CTRL, hold it, press 'D' and hold that as well. When the CLI appears, it should say '**Break-CLI'. You should then type: 'Assign IC-DATA: IC-DATA' (RETURN) 'LAME ST PORTS 1 t' (RETURN). The game should then load, but with the trainer-mode on, which means you have infinite lives.
This took ages of hacking to work it out, so I hope you'll print it.

Robert Swift, Durham.

DEMO DANGER

In common with most other 'Amigerers' I am keen on obtaining as much quality software for as little outlay as legally possible. This desire led me jnto investigating the apparently highly successful PD market – encouraged in no small way by the many complimentary articles in magazines such as yours. My experience has made me very wary of the reliability of the goods on offer and may be of use to new owners who are wooed by the abundance of cheap software.
My first encounter was excellent. I ordered a Games Pack of 7 disks from GTS all of which worked and lived up to their promise.
Encouraged by this I placed two more orders with two different suppliers. The first order arrived within a week and had one corrupted disk and one containing the wrong software. I returned these for replacement but all attempts to make the supplier replace them have so far failed. The second order never even turned up. Again, attempts to pursue the, admittedly small, order were in vain.
Last weeek I went to the Commodore Computer Fair and purchased a Games Pack of 5 PD disks – two of which are corrupt. I am trying to sort this out with the supplier but previous experience does not give me much hope. The basic lesson that I have learnt is that when purchasing PD software it is very hit-or-miss whether the disks arrive and contain what you expected.

John Tingey, Newbury.

Mark replies: I've been writing CU's demo section for the past year and have built up a vast collection of excellent software including games, graphics and art packages. In all that time I've received 20-30 duff disks and found that the companies concerned will replace them immediately. Try a small order with one company and check the service you receive. If it's good, stick with them.

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

AXE TO GRIND

Glancing through the contents page in the December issue, I was delighted to see that there was a review of *Golden Axe*, as this is one of my favourite games. Expecting at least 90%, I was devastated on finding a measly 78% which comes in the 'Good but flawed' category. Surely a game of this standard deserves a Screenstar.
For starters, it is probably the best conversion I have seen. Each character is unique and I find them very easy to control. The wide range of aggressive moves are all helpful in different parts of the game. The animation is smooth and the graphics are very good. The small goblins that run round with bags of spells and food are annoying yet great fun to hit and I would rate this game at least a Screenstar if not better.
I would probably give the following marks:
Graphics 88%, Sound 82%, Lastability 91%, Playability 90%
I'd definitely agree with Steve Merrett in saying that this is one for die-hard fans of the coin-op.

S. Ackroyd, Halifax.

Steve replies: Yes. Golden Axe is a good conversion – and one I have been paying to death – but it also sports a number of bugs. For instance, enemy warriors often disappear, and can only be killed by using your already-limited magic, which is annoying and tiresome. There are a few others, too, so I think that the mark given was fair.

THE TOP FIVE

We asked you to vote for your fave games, and the letters came flooding in. Here's this month's readers' top five.

1 RoboCop 2
2 Powermonger
3 Turtles
4 Hollywood Collection
5 Line of Fire



PREDATOR II

Due for a cinema release in Spring, Predator II is currently undergoing a binary conversion courtesy of Mirrorsoft and Arc Developments. Steve Merrett joined the hunt.

The key to a good movie tie-in is recreating all the film's action scenes in a number of playable sequences. *Batman* managed it, as did the two *Robocop* games, yet two potentially superb licences, *Total Recall* and *Dick Tracy*, failed miserably. Arc Development's Paul Walker agrees, and explains what he thinks makes a good licence: 'too many film tie-ins break the cardinal rule and don't follow the story enough. I haven't seen a film licence yet that captures a film's action properly. I mean, if you buy a game based on a film, you expect to see some resemblance in the game. And does he think that he's got it right with Predator II? 'Yeah, I'm very pleased with it.' Snapped up by Mirrorsoft, *Predator II* is all set to be the summer smash at the box office. Set in a dirty and totally corrupt LA of the future, *Predator II* marks the arrival of another member of the Predator race – this time in a concrete jungle rather than a South American one.



Hannigan,a local cop, is on the trail of an irregular pattern of grisly murders and believes the culprits to be members of the two local drug-dealing gangs. For years, the two gangs, the Jamaicans and the Colombians, have been fighting for supremacy of the city, and this fighting has been further antagonised by the Predator entering the squabble. Despite hindrance in the shape of the FBI, Hannigan eventually stumbles across the Predator and heads after him for the end-of-film bloodbath.

Just before last year's ECES show, Mirrorsoft announced that they would be producing a game based on the forthcoming film, and by the time the show hit Earl's Court the game was already in an early state. Arc Developments, the Walsall-based programming team behind U.S. Gold's playable *Crackdown* conversion and, more recently, *Dragon Breed* for Activision. Work on *Predator II* began shortly after *Dragon Breed* was finished and is scheduled for release in April. Working on the Amiga



version is Paul Walker, and he is ably assisted by both John Harrison and Julian Scott. On starting the project, the team had very little help from the film company and had to rely on Mirrorsoft for reference material. Mirrorsoft had stated at the game's conception that they wanted it to be a multi-stage shoot 'em up along the lines of *Operation Wolf* with the film's main character, Harrigan, to be present on-screen. For reference, the team used the *Dynamite Duke* coin-op. The coin-op uses the system Mirrorsoft requested and allowed Paul and Co. to create the basics of the gameplay, such as the scrolling system, whilst they waited for the reference material to arrive.

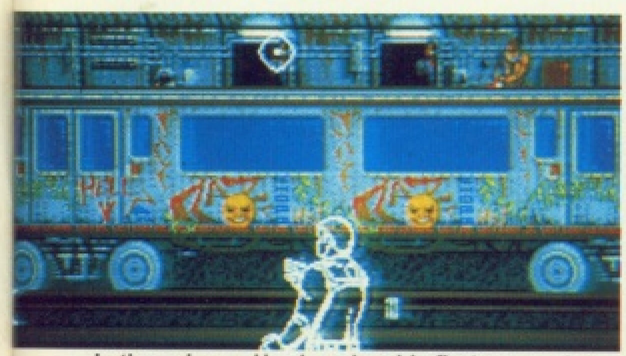
LIMITED HELP Mirrorsoft supplied Arc with slides and a short trailer for the film, and they were also given a copy of the film's script. Although they were stand-offish about the game and its development, at first the movie company banned the game from featuring anyone dying. This threw up a major problem as the film is a veritable blood bath with the Predator and drug runners killing people indiscriminately and bloodily. However, after Mirrorsoft's intervention, a couple of months later a compromise was made. Paul says of this: 'What eventually happened was that they still wouldn't let Harrigan kill any of the attacking Colombians and Jamaicans, and Harrigan mustn't be seen to die, yet the Predator could kill who it wanted!' They countered the problem by making the enemy sprites fall backwards and disappear when hit, effectively removing the need for a death scene.

With the basics of the game decided, Paul and John concentrated on the graphics. Everyone at Arc works on PCs, and *Predator II* were Paul's first graphics NOT drawn on an Amiga. Instead, he uses a top-end PC and Electronic Art's *DPaint II Enhanced*. The main advantage, as well as boasting extra features over the Amiga version, was that it cut out the long-winded process of porting completed work over to the programmer's machine, and also allowed them to produce graphics for all formats of the game on the one system. In keeping with his belief that the tie-in should follow the film very closely, Paul and Co., are ensuring that the game uses backdrops that are instantly recognisable from the movie. The game system used has proved perfect for this, and each of the four level's backdrops are copies of those from the film – even down to subway trains pulling in and out of the station during the third level. Despite what could have been a limiting game scenario, Paul is pleased that they have managed to squeeze in the four key action sequences into the game.

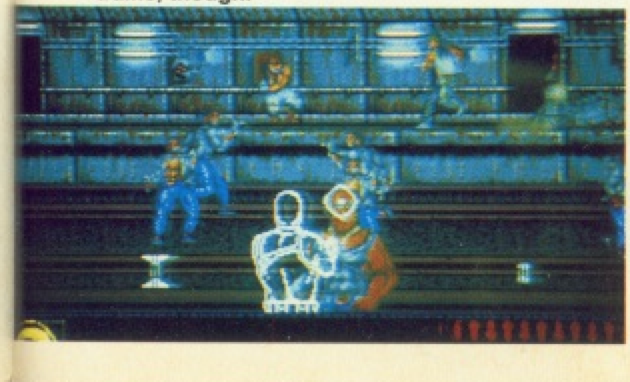
The game begins with Harrigan embroiled in a street war between the two warring factions. Armed with four guns, Harrigan must battle it out against the gun-toting hoods whilst ensuring that innocent passers-by don't get hurt. Hitting these innocent civilians – including a brave/stupid Japanese News crew out for a scoop – is bad for the force's PR and your police badge is subsequently reduced. Any reductions are permanent, so both careful aiming and swift dodging are required.

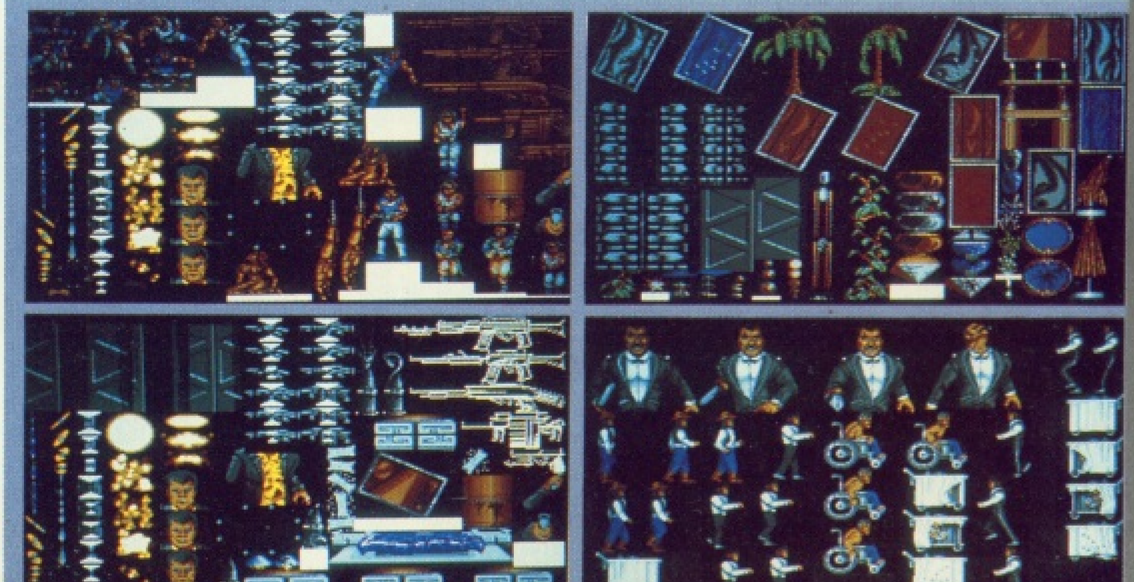
SPECIFICATION Mirrorsoft had initially asked for a five-stage game, but the final version is going to be split into four stages with Paul and Co., making the first level twice as long as the others in the game. However, the later levels will need to have slightly more in them to balance things out, with the backdrops playing more of a part, and with more people to shoot and avoid. Once Harrigan survives the shoot-out, he moves on to a further battle in which the Predator again enters the fray before escaping to the subway where it starts to kill the unsuspecting passengers in an incredible scene of blood-letting. As you attempt to shoot the creature, trains and escaping civilians must be avoided, and once this stage is completed you chase the creature for a fight to the death. This final scene takes place in a disused warehouse, with the creature using its light-bending suit to avoid being seen. The innocent citizens are replaced by scurrying FBI agents, and the ability to use the background items to your advantage comes into its own here. By shooting water pipes you can short out the Predator's suit making him temporarily visible, and this effect is enhanced when a Fed uses a hydrogen gun (which they use to freeze the creature) and the water turns to snow. In addition, a few of the gorier scenes have been recaptured and the unsuspecting agents are often parted from their skulls and spines if they stray too close to the angry alien.

The game is being written on the ST, and ported over to ➢



In the subway, Harrigan has his first encounter with the creatures. His aim is obscured by the trains, though.





Sprites are drawn on a PC running *DPaint Enhanced*. This allows one machine for all format graphics.

PREDATOR II

➢ the Amiga. However, Paul is ensuring that Amiga owners don't get a straight port by using the machine's thirty-two colour mode for the backdrops and improving the sound over its inferior rival. The game is now four months into its development. You can see how it measures up when it is released by Mirrorsoft in April of this year.

THE FILM

No sooner had the original Predator been released, than top executives at Twentieth Century Fox were calling for a sequel. A surprise hit, Predator was released in the summer of 1988 and its action-packed mix of Alien and Schwarzenegger's previous hit, Commando, ensured that it packed in the audiences. The first people to be approached regarding the sequel, were the film's co-writers, John and Jim Thomas, who were instantly interested. During the scripting of the first film, the two brothers realised that the true potential of the Predator wasn't fully realised in confining him to the South American jungles, and that taking him to an inhabited area would be far more interesting and the next logical progression. Thus, the seed of an idea was planted and they consequently knocked out a script in record time.

Unfortunately, the casting was to prove harder than the scripting chores. Despite initial interest, Arnie was contractually bound to a number of films and wouldn't be able to appear. This threw the top brass of Fox into disarray, as Schwarzenegger's name can sell movies on its own, and a sequel without it could bomb miserably. This called for a brief change in the script, which didn't prove too hard for the Thomas brothers, and the original character of Dutch was written out and replaced by a hardened LA cop by the name of Harrigan. The film is set in an LA of the year 1997, a city basking in a heatwave caused by global warming, and a city divided by the two massive drug-dealing factions vying for trade. Adding to its already mounting problems, a young Predator hunter has just landed and is looking for sport... And if that scenario seems just a little familiar, it's probably because Dark Horse comics covered the same area in their Predator series, only Harrigan's character was replaced by Dutch's brother.

Danny Glover, who had previously appeared in the Lethal Weapon series alongside Mel Gibson, was promptly chosen for the role of Harrigan, and subsequently went through a rigorous exercise regime to build up his arms to Arnie-esque proportions. In addition, Kevin Peter Hall returned as the Predator, but he was one of the few people who starred in the original movie (hardly surprising, considering practically everyone bought it in the film!), and the film's direction went over to relative newcomer, Stephen Hopkins, whose only past credit was the disappointing Nightmare On Elm Street V. Gary Busey was brought in to play a meddling antagonist to Glover's cop, in the shape of an FBI agent, and the cast of extras for the Colombian and Jamaican hoods and dealers ran into the hundreds. Unfortunately, just as filming got underway, rumours that Arnie had expressed more interest and may be able to resume his role as Dutch, started filtering on to the set and filming ground to a halt in case they needed to accommodate his character. Unfortunately, nothing came of the rumour, and Arnie's obligations to Kindergarten Cop meant that he wouldn't be able to make it, so – albeit after a delay – filming started once more.

One of the key points of the sequel is to introduce a younger member of the Predator race. With the exception of a few markings, there is very little difference between the hunter of the first film and his younger counterpart in the sequel. However, in his mannerisms and general behaviour, it becomes apparent that the alien Glover is dealing with relishes his sport and is obviously a younger player. This is also reflected in the creature's weaponry, which has been expanded from the first film and now includes a helmet that can track humans using an ultra-violet display, and assorted darts, nets, and blades. Likewise, in the original script briefing it was always intended that the Predators only hunt for sport rather than for war, and this is shown in a scene where the creature encounters a child with a toy laser pistol. On scanning the gun, the Predator realises that it is not a worthy opponent and leaves him unharmed, yet later in the film the creature disregards his sporting conduct and kills the innocent passengers of a subway train.

Filming wrapped last October, and Predator II went on general release in the States last month. It has proved to be a hit with American filmgoers. The film is a city-bound version of the first movie and culminates in a massive battle between Harrigan and the escaping creature. There are currently rumours of a third film in the series, perhaps pitting the creatures against the acid-blooded Aliens (and, indeed, Activision announced a game based on this battle a year ago stating that a film was following, but absolutely nothing has been heard of either since then), so whether another Predator – or maybe even a number of Predators – returns for a re-match remains to be seen. You can see how it measures up when it is released in the Spring.



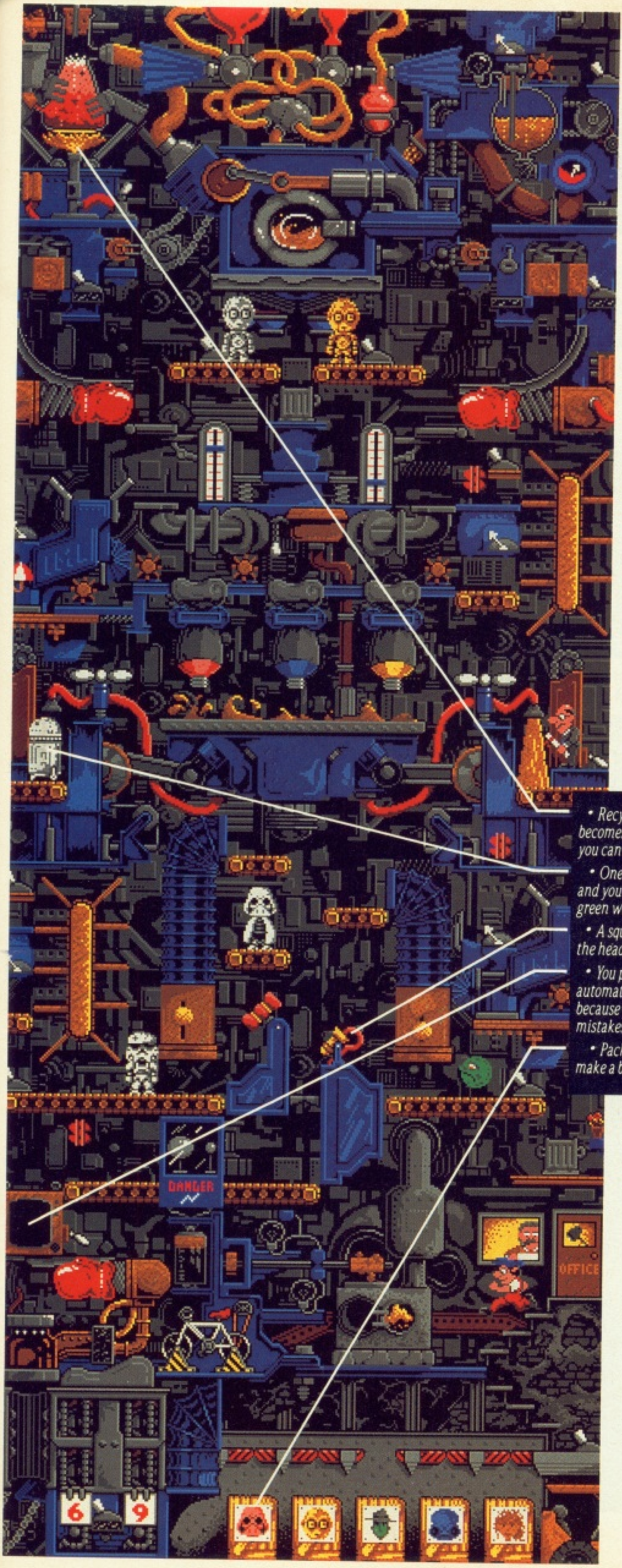








The Predator is a younger creature than that of the first film, and this is reflected in his actions and the style of his hunting. In addition, his enthusiasm extends to a better arsenal, which includes a dart gun and a net to disable its prey.



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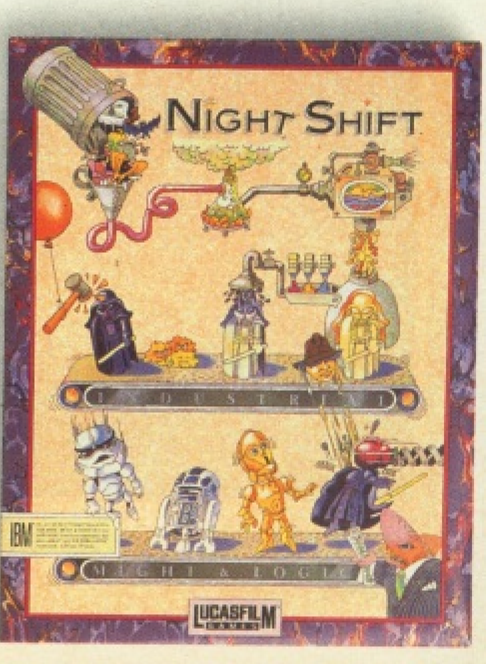
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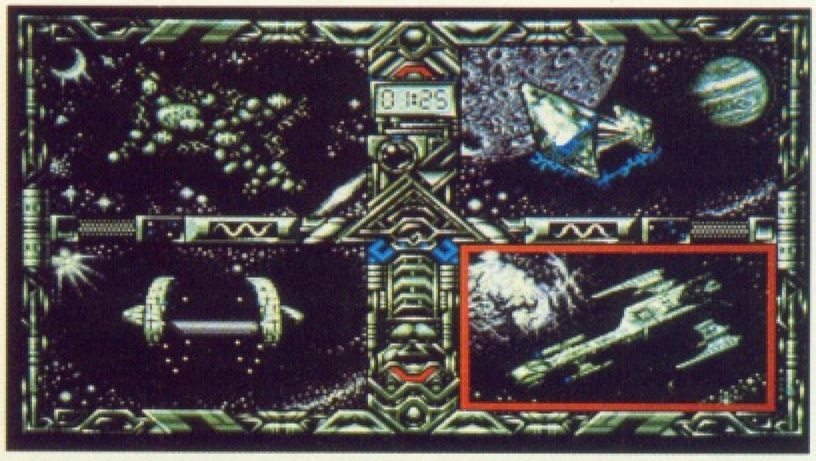
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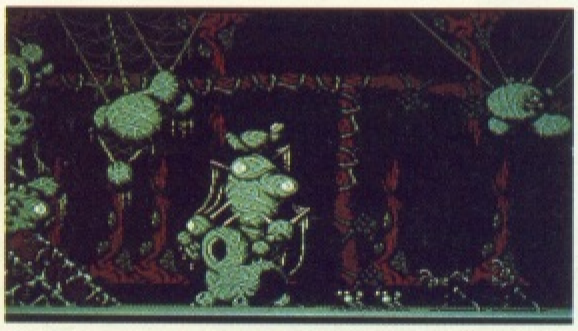
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SARAGOSSA

Kinetica bounce back with a space fantasy set in a space graveyard of the distant future. Dan 'spaced out' Slingsby comes down to earth for a sneak preview of Saragossa. Read on Earthlings...



One of the menu screens which allows you to select which of the four alien ships you want to explore next.



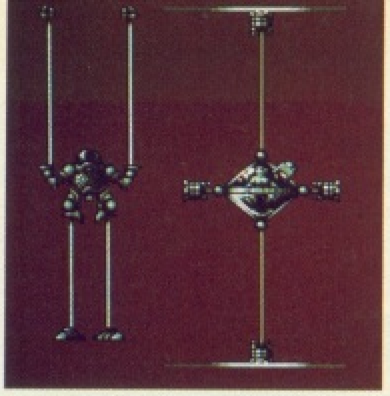
Right: A screen from the Organic ship which is itself a living entity with snaking veins running along the floor.

After the mixed reviews of Gold of the Aztecs, Liverpool-based development house, Kinetica, have bounced back with a game set in a space graveyard of the far future. Saragossa, a five level arcade adventure, is now well into production and is looking rather good. The game's being developed using Kinetica's Mac-based development system, Animator, which cuts out the need for any coding. Dispensing with the programmer means that the game can be put together on-screen by the artists and designers working on the project. The system's been developed over a period of seven years and was first used on Aztecs. Saragossa will be Kinetica's second game and will benefit from the lessons learnt when putting Aztecs together.

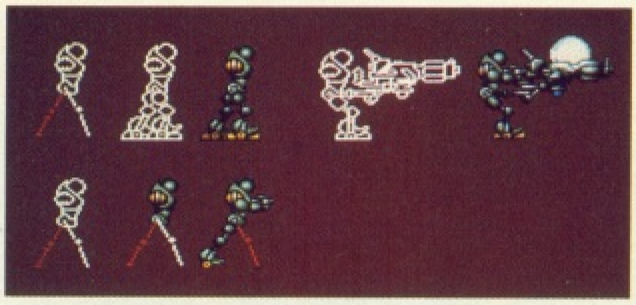
LOST IN SPACE The game puts you in the astro-boots of a battle-hardened explorer whose spacecraft has inexplicably lost all power and is now stranded in a mysterious and eerie spaceship graveyard. Luckily there are four other alien ships marooned nearby which might have the parts needed to fix your ship's warp drive. To repair your ship and escape the graveyard, all four alien craft must be explored and suitable equipment taken away. Each ship is vastly different and crewed by a plethora of weird and wonderful-looking characters that look like they've just stepped out of the Cantina bar in Star Wars. They are also armed to the teeth and don't take kindly to someone trying to walk off with the family silver (or delithium crystals).



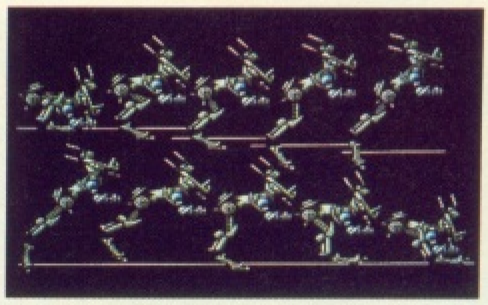
The space fantasy theme of *Saragossa* has allowed artists Ray Coffey and Jack Wikeley a good deal of creative freedom in which to exercise their vivid imagination. Here's just one of a batch of impressive starscape screens.



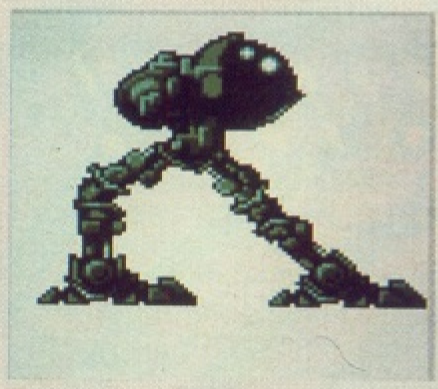
Two versions of the clamp-like astrosuit worn by the explorer.



This screen shows the skeletal outlines of one of the characters in the game at various stages of completion.

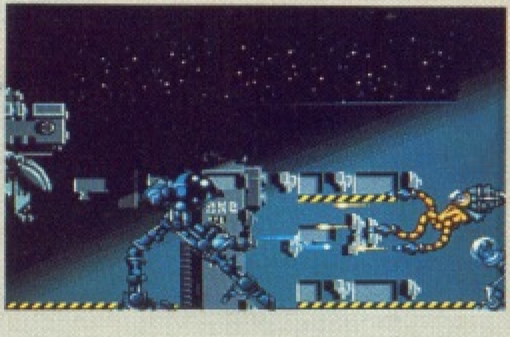


The Kangabot sprite (above) was dropped because it proved too cumberbersome.



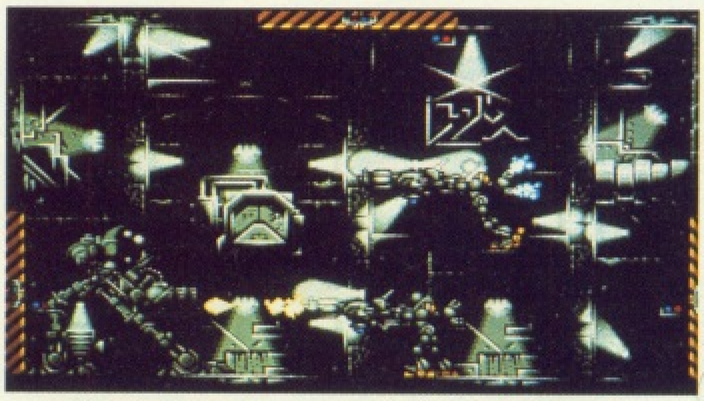
A blown-up screen shot of the Walker sprite used by the player to move about one of the alien ships.

This is how the sprite will appear in the game. The explorer will sit in the top part of the body, controlling a number of high-tech weapons and deadly firebombs.

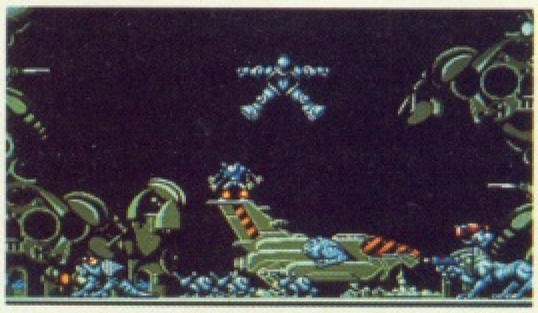




A sprite editor shot shows some of the animation frames involved in bringing the Walker sprite to life.



The Danger Room lets you test each astrosuit to its limit.



Watch out for the ferocious space pirates on the Mercenary ship. They're a well-trained mob out for your blood.

The sci-fi theme has allowed artists Ray Coffey and Jack Wikeley a great deal of creative freedom. Over the last year a tremendous amount of time and effort has gone into designing the four alien ships and each one is distinctly different in appearance and layout. The Organic ship, for example, is populated by insect-like creatures and mutated bugs. Even the ship is a living entity with thick bulging veins running along the corridors. There's also a high-tech futuristic Silicon ship, a Mercenary ship crewed by gun-totting space rogues and a Crystal ship. Each one will have approximately 30 screens in which to explore.

ULTRA-VIOLENCE To move around each ship, the marooned explorer will have a choice of four suits/vehicles. Ray and Jack have come up with so many ideas for the spacesuits that the exact designs haven't been finalised. One that's definitely going to be included is a clamp-like vehicle which moves around by firing a metal sucker onto a wall and hauling the rest of the craft after it. Looking through some of the sprite editor shots, there's a very graphic sequence showing the craft exploding and the spaceman decompressing, his brains splattering against the opaque windows. Indeed, some animations have been deemed so violent that they've been cut from the finished version in the interests of public decency! One such sequence that we won't be seeing shows an alien getting his legs blown off and then crawling around oozing blood everywhere.

Influences and ideas have been drawn from a mixed bag of sci-fi films, books and comics. For instance, one of the astrovehicles looks similar to the two-legged AT-STs from the Empire Strikes Back. There's even an X-Men-type Danger Room in the main ship where the player can try out each astrosuit against a battery of lasers, bombs and torpedoes. A lot of time and effort has been put in to making the hardware and weaponary as believable and 'authentic-looking' as possible. The main character has logged up an impressive 920 individual frames of animation, filling banks of sprite editor screens, and contorts into almost every position imaginable. It all bodes well for the finished product.

Look out for *Saragossa* this summer.

THE TEAM

Ray Coffey, 21, has already had a chequered career working for Eugene Evans at Imagine before moving to Kinetica. Interested in art from an early age, he worked on the graphics and animation for *Gold of the Aztecs* before working on *Saragossa*. Jack Wikeley, 21, also worked on the last level of *Aztecs* and supplied graphics for Mandarin's *Fun School* Series and a number of PD demos. Interestingly, Jack confesses to being a rank amateur with traditional drawing methods, but finds computer graphics a doddle.

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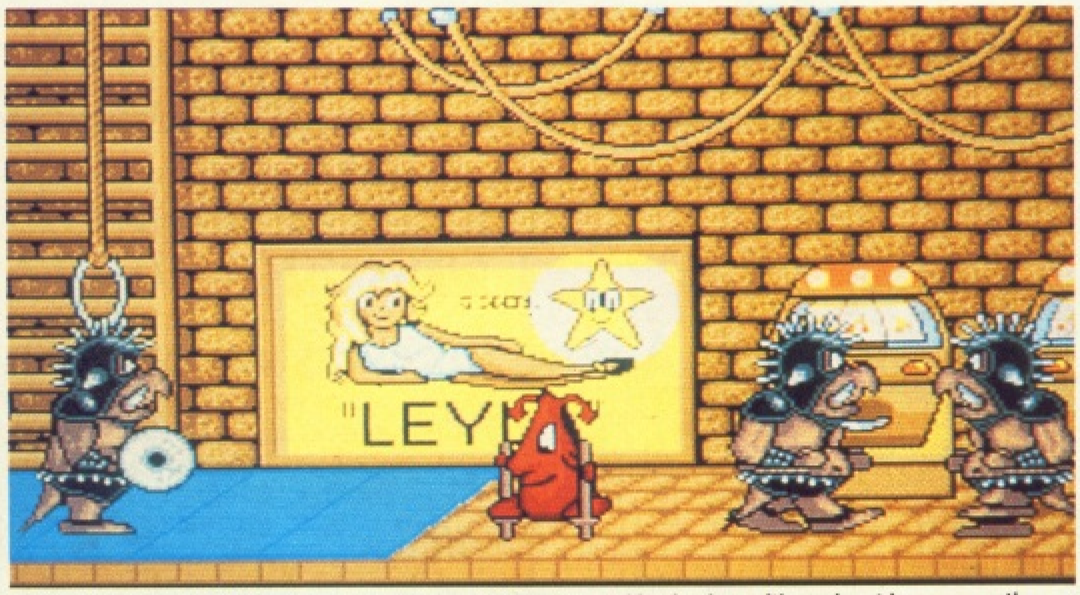
PUGGSY

After the success of Lemmings, Psygnosis are set to launch another cute game. Dan 'uglier than sin' Slingsby takes a look at Puggsy.

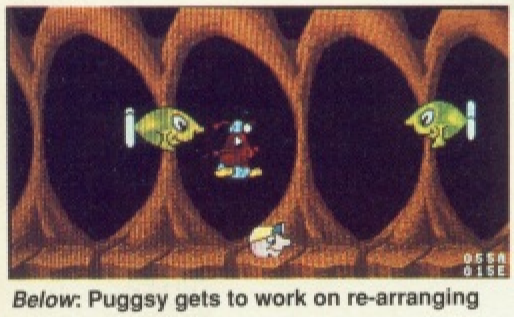
First touted on the PD circuit in the form of a two-minute rolling demo, *Puggsy* is a curious mixture of arcade adventure, shoot 'em up action and platform high-jinks set over four levels. Still some months away from release, the game features the adventures of a cute little red creature who pilots a rickety old spaceship around the galaxy in search of peace. He looks strikingly similar to the Gronk, Strontium Dog's bizarre-looking sidekick in a now long-forgotten issue of Fleetway's Starlord comic.



DIONYSUS Put together by Dionysus, a Liverpool-based development team consisting of Alan McCarthy (programmer), Lee Carus (graphics) and Tim Wright (music), the demo was released in an attempt to generate some publicity. Hawking a copy of *Puggsy* around the PC Show in 1989, a deal was finally struck with Psygnosis after a mad scramble for the rights to the game. It was a curious choice for Psygnosis, more noted for arcade adventures such as *Shadow of the Beast, Barbarian* and *Obliterator* than cute platform romps. With the impending release of *Lemmings, Puggsy* and *Cutiepoo* (working title only) Psygnosis appear to be moving into new areas. Steve Riding, Product Manager at Psygnosis, sees this as a logical development: 'Obviously, something like *Shadow of the Beast* would be very hard for a young child to play, so we've decided to diversify into more child-orientated products. It wasn't really a conscious decision – the games just happened to come along at the right time. We're always on the look out for interesting titles. Recently we've released our first racing game – *Nitro* – and at the moment we're play-testing *Armour-Geddon*, our first 3D strategy wargame.'

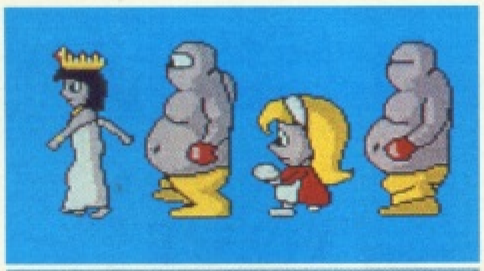


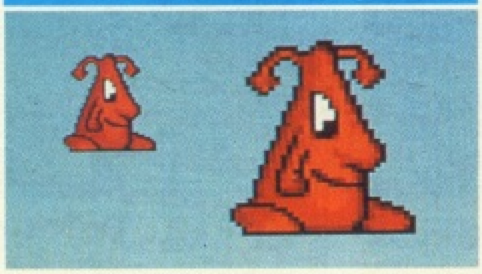
The second level will pit Puggsy against a war-like race of barbarians. It's a shoot 'em up section although there will be a number of puzzles to solve as well.



Below: Puggsy gets to work on re-arranging the Psygnosis logo.







Top: Some of the characters that appear in the second level. *Above*: Puggsy hasn't heard that deely-boppers are out of fashion.

ANIMATED ANTICS Most of the graphics and animation for Puggsy are now complete, allowing Lee Carus to turn his talents to other projects. He's joined Psygnosis full-time and is working on a couple of top-secret games that won't see the light of day for another year or so. That leaves Alan McCarthy still beavering away at home finishing off the programming with only the music by Tim Wright still to be added. Listing *New Zealand Story* and *Rainbow Island* as their top all-time games and classic Walt Disney and Tom & Jerry cartoons as their inspiration for *Puggsy*, the pair have worked on the game for more than a year-and-a-half. The short playable demos that have been put together certainly show a lot of promise. The cartoon-like animation works well and some of the in-game gags are especially funny. Even when the game isn't being played, Puggsy will tap his feet, cross his arms and show his impatience.

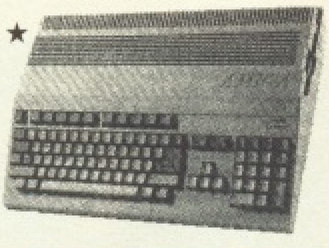
PUGS IN SPACE Puggsy comes from a peaceful planet in a far-away solar system. Having cobbled together a rudimentary spacecraft he sets out to contact the four nearest planets and get the inhabitants to sign a peace charter against aggression. The game is set over four levels, each with 40-60 screens, and features a number of game styles. The first level is an arcade adventure set in a giant's world, the second a shoot 'em up and the third a platform game. Each world features a different alien race who have to be persuaded to sign a peace contract. The fourth level has yet to be designed but will probably be set on a robot planet. Originally, Puggsy was going to visit Earth, but Alan has decided to shelve this idea. If the game's a success in the soft-shops, he may use the idea as the basis for a sequel.

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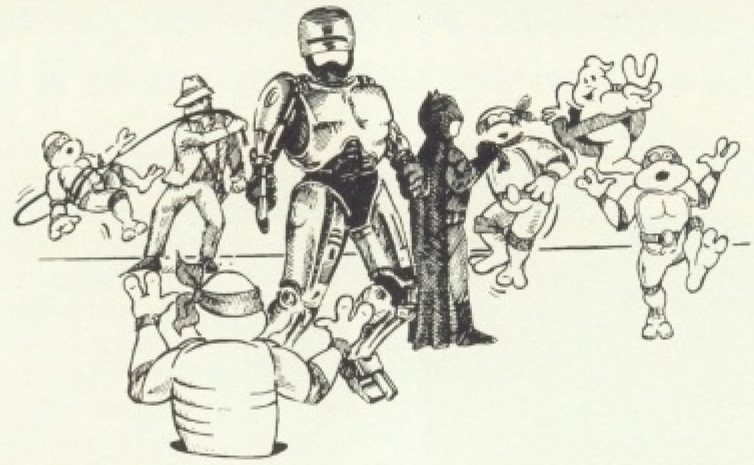
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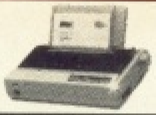
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ON YOUR DISK

Once again, CU comes up trumps and provides you with two more fully playable demos of the hottest games. First of all, we herald the return of Pogo in an exclusive tower from *Nebulus II*, and then ace dealer of death and kicker of alien butt, *Turrican* returns in our one level of Turrican II, which boasts more aliens, more backdrops, and more death...



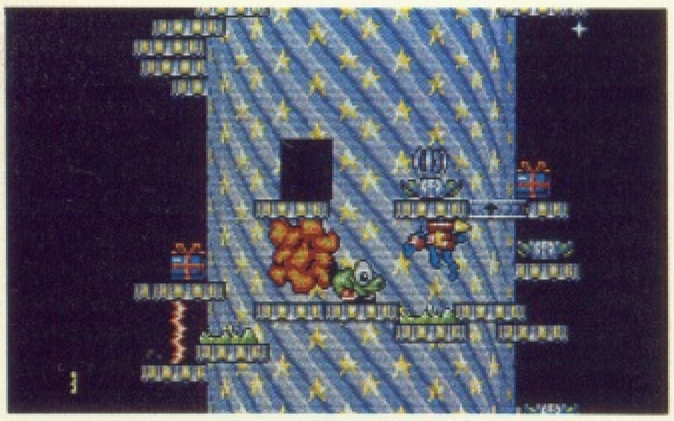
The most useful weapons for the demo version are the keys, the rocket, the magnet, the boots and the transporter

NEBULUS II

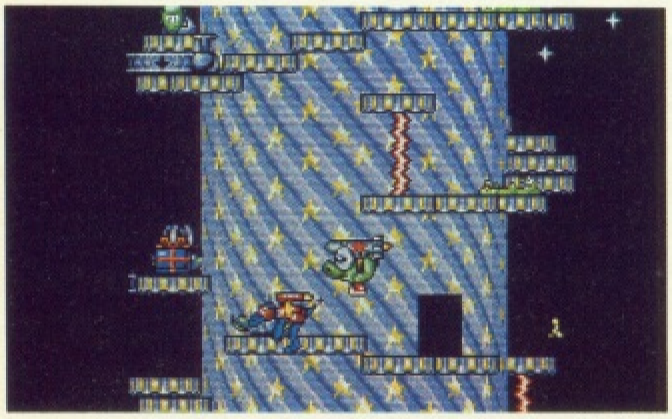
Supplier: Hewson. Price: £19.95. Controls: Joystick.

Having successfully negotiated all sixteen towers in John Philips' superb original, Pogo returns for more platform trickery in this much improved sequel. Once again, a cluster of towers have sprouted up from nowhere, casting a horrible shadow over the normally pretty world Pogo lives in. Armed with a number of explosives and their detonators, he must ascend each tower and blow them up. However, the towers are now inhabited by even more nasties, and they also sport more platform traps than ever before. True to form, though, Pogo is armed with an unlimited supply of bullets and these are used to temporarily stun the deadly creatures which patrol the towers' walkways, and if he makes it to the top, he then gets to earn bonus points in one of three sub-games.

Our demo contains a tower which won't be available in the final game, and is the perfect showcase of the many improvements in *Nebulus II*. Pogo is controlled using the joystick, and he can jump whenever it's pushed up. Finally, pressing fire activates his gun, and sends a chunky bullet directly ahead of him. To avoid flying aliens, either duck into the tower or grab a parcel then you cannot be hit and knocked down. The tower must be completed before the strict time-limit expires, but the many traps and inhabitants are out to stop you, and must be avoided or stunned. The traps come in the form of collapsing platforms, conveyor belts that drag you to your doom, and lifts that drop when you least expect it, and every time you fall foul of the traps you are dropped a few levels back down the tower. If you fall into the water, though, Pogo dies and you have to start from scratch.



Don't stay in the same place for too long at the bottom of the tower otherwise you'll be dragged into the sea. And some platforms collapse, so beware!



Some doors are multi-directional and will take you to a different destination depending on which direction you are facing when the door is entered.

LOADING THE DISK...

Simply insert the disk into your drive, and it will auto-boot. A short intro will play, and pressing the left mouse button skips past this to another screen from which you can choose which of the two games you want to play. Your selection is made with the relevant F key, and the chosen game will then automatically load. Both games require a joystick.

It's the dawning of a brand new era in disk entertainment. Journey into the future as CU Amiga brings you exclusive, hitherto unseen, playable demos. Get ready to fight – or jump – to your death, as Turrican and Pogo return for more mayhem.. . . .

DISK ten

TURRICAN II

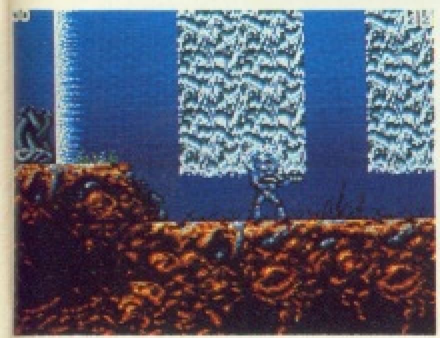
Supplier: Rainbow Arts. Price: £19.95. Controls: Joystick.

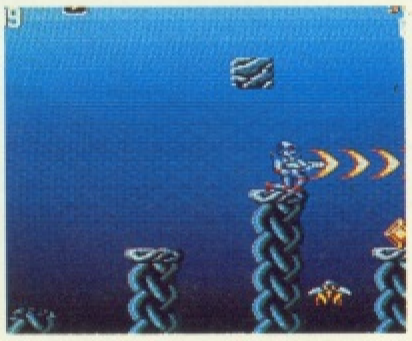
Having fought against seemingly impossible odds to defeat the dream-demon, Morgul, in the first game, Turrican was the natural choice to send into battle when a master computer seized control of the surrounding areas. Secreted within a massive building, the manic machine is currently sending its many minions on excursions to overthrow new areas and claim them in its name. Turrican's land is the latest place to fall, and as a last hope, the populace have sent out our armoured hero for a final confrontation. As in the first game, the action takes place over a number of eight-way scrolling levels, which go to make up the five planets which the computer has seized control of. In addition, Turrican is also armed up to the teeth again, with weapons ranging from his usual smart bombs and bullets, to a massive flame-thrower and scatter-shots. However, the enemy are slightly more resilient and attack in larger numbers, ensuring that this battle is no walk-over.

Our demo is one of the first levels, and is a showcase of the game's graphics and many nasties. Among the many improvements over the first game, Turrican ii now sports shaded backdrops and digitised speech. In addition, the game now has many more hidden rooms and features than the first game, along with larger end-of-level and mid-level guardians. Turrican is controlled using the joystick, with all the usual controls prompting him to run, jump and fire, whilst holding down the firebutton ignites his new flame-thrower and the spacebar activates his unique screen-clearing smart bombs.



Hit the block of stone above you to re-charge and sustain your energy level.





Armed To The Teeth...

Turrican starts the game armed with a relatively useless laser, but other equipment can be picked up along the way, including...

A Flame-Thrower. Activated by keeping the firebutton depressed, its length can be extended by collecting certain enhancement pods.

Three-Way Fire. Back from the first game, this cuts a swathe through most of the aliens, and can be upgraded to five-way firing.

Laser. Another weapon retained from the first game, the laser cuts through everything in its path until it exits the other side of the screen.

Smart Bombs. Activated by the spacebar, they eradicate everything vaguely alien on the screen at the time of detonation.

Gyroscope. Not exactly a weapon, but useful for getting out of tight energy-sapping scrapes. Pulling down on the joystick whilst pressing fire activates it, and the joystick then sends you zooming left or right.

WON'T LOAD?

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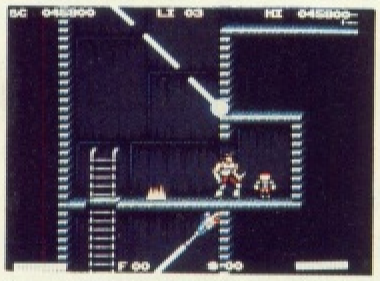
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First Impressions

CU takes an exclusive peek into the future and looks at four potential blockbuster games.

SWITCHBLADE II

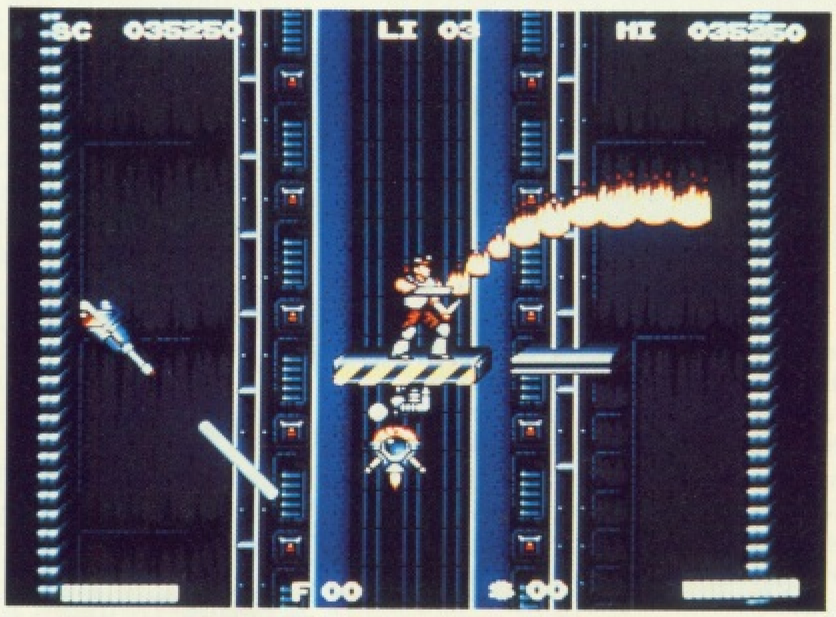


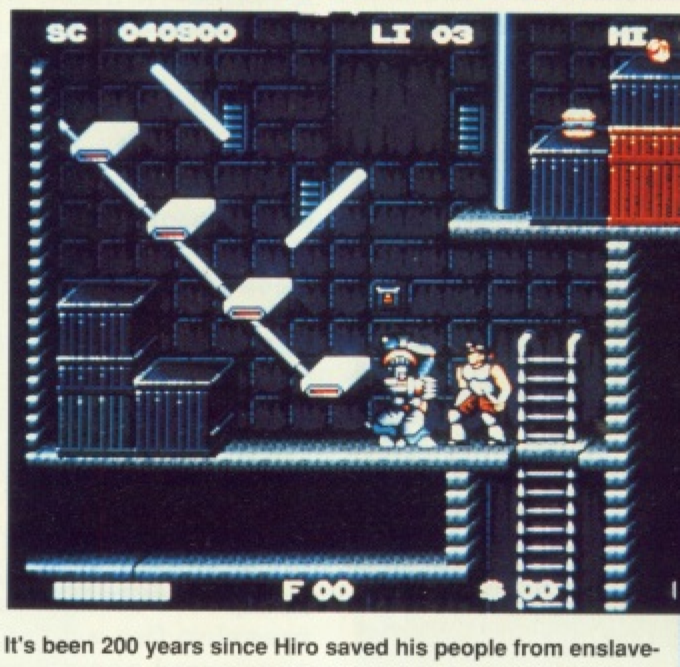
MORE PLATFORM action as Gremlin's cute hero returns.

GAMEPLAY: It has been two-hundred years since Hiro saved his people from the evil Havoc. His adventure into the dark catacombs of Havoc's lair culminated with a battle which, apparently, ended the evil despot's reign. Unfortunately, this obviously wasn't the case as Havoc has returned and is set to overthrow the innocent people once more. Luckily, after Hiro's quest, one member of his family has been trained in case of a possible return, and now the latest in the family line is to be put to the test.

The game uses the same graphics style of the first game, with the same dark and claustrophobic colours used to depict the interior of Havoc's lair. However, the new hero is armed with suitably futuristic weaponry, ranging from lasers to flame-throwers. In addition, the action is more arcade-orientated than its forerunner with more to shoot and the enemy sprites attacking you in groups of two or three. Likewise, awaiting you at the end of each stage is a massive end-of-level guardian who must be defeated before you can continue.

PLUS POINTS: *Switchblade II* takes the basic idea behind *Switchblade* but enhances it immeasurably. The graphics are superb and the limited use of colour enhances the game rather than making it look drab. The action is now a lot faster, with more to shoot and gone is the annoying system where you had to keep kicking the enemy until they die.





It's been 200 years since Hiro saved his people from enslavement and now his decendant must battle the evil Havoc.



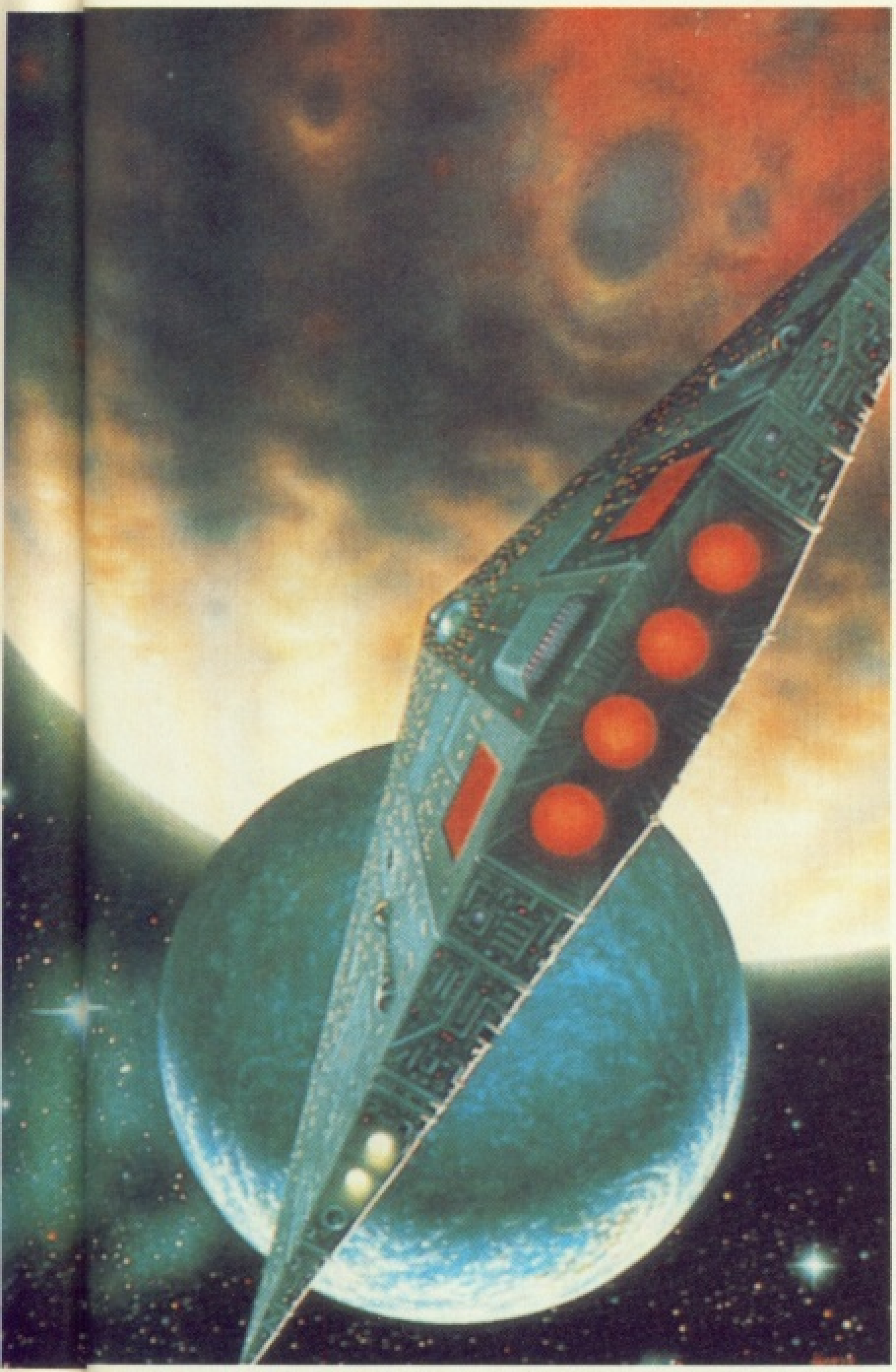
Both George Allen and Paul Gregory (above) worked on Gremlin's inventive environmental shoot 'em up, *Venus*.

Nearly all the weapons from the original game have been upgraded and made more effective.



ANY QUESTIONS: The original *Switchblade* was written by Core, and this sequel is in the equally safe hands of George Allen and Paul Gregory, both of whom worked on *Venus* for Gremlin. The first game was a little on the slow side, and this sequel has been made a lot faster on purpose, with the shoot 'em up elements expanded upon.

FIRST IMPRESSIONS: So far, it looks a little bit like *Turrican* and its brilliant sequel , but this is no bad thing. Graphically, it's a treat, and the gameplay doesn't let it down as it has plenty to keep the most ardent of shoot 'em up fans busy. Each level spans a massive 100 screens, making for a massive and action-packed game, and the only problem that may creep in is repetition. If this can be solved, though, then Gremlin have got a sure-fire winner on their hands.



WRECKERS

ABSORBING arcade/adventure which heralds the return of Denton Designs.

GAMEPLAY: Comprising both exploration and shoot 'em up elements, *Wreckers* is set in an orbiting space station which is on a routine exploration mission. However, its silent gliding through space has not gone unnoticed, and a particularly nasty glutinous lifeform is preparing an attack on the relatively unarmed beacon. These jelly-like creatures appear from the depths of space and proceed to stick to the side of the station. By a system of osmosis, they then gain entry to the station's galleys and embark on a mission of unbelievable devastation. Their main goal, though, is to make their way to the station's crew quarters and subsequently absorb the crew members. By doing this, they also gain the poor unfortunate's knowledge of the ship and their attack and strategy starts to grow.

As one of the remaining crewmembers, it is up to you to defend the station from attack. The sprawling complex is depicted using an isometric perspective which scrolls to keep the action centered. The game starts off slowly with the alien attack in its early stages, but as the attack hots up a great deal of lateral- and quick-thinking is required. To aid you in your task, you have access to the many lifts and shuttles that ferry you to key parts of the station, and the shoot 'em up sub-game comes into effect should you leave the station to take out some of the oncoming creatures. Naturally, though, the glutinous baddies aren't going to take this lying down, and if you aren't quick enough with your laser, one of your crew members will be transformed into one of them, which will cause you untold trouble unless he is quickly hunted down and put out of misery.

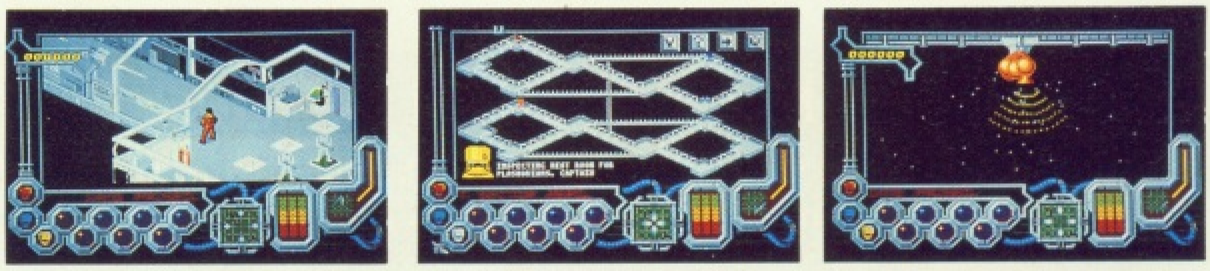


PLUS POINTS: The scenario is refreshingly original, and the variety of the gameplay within the exploration basis should ensure that tedium doesn't encroach. Additionally, the game seems to play quite well with a lot to see and a seemingly insurmountable task ahead. The way the creatures absorb into the walls and take over characters is depicted in small but detailed sprites, and the general graphical effect is suitably sci-fi.

ANY QUESTIONS? As with most arcade/adventures, they can prove tedious once you have scoured the play area and found all the game has to offer. The different sections should ensure this doesn't happen, though, and the only other niggle is that the game can take any amount of time to complete – depending on the actions of the aliens – and it may prove rather frustrating to clear a zone only to return and find it overrun again.

FIRST IMPRESSIONS: A good, original product which makes a pleasant change from the plethora of arcade conversions which are currently appearing with fierce regularity. Even though it is scheduled for a February release, *Wreckers* may get lost in the crowd, and this would be a massive pity as Audiogenic may have a playable little romp on their hands.

DENTON DESIGNS: One of the original developments houses, Denton Design were at the forefront of Spectrum game design. Responsible for – amongst many – Ocean's *Gift From The Gods* and the conversion of *Spy Hunter* for U.S. Gold, Denton were also one of the first development houses to produce games for the 'new era' of 16-bit machines. Their first title was mega-hyped *Star Trek* for Telecomsoft which was announced in 1984 but never saw the light of day until two years later. When the game was released, it had been on the hacking circuit for ages, but was still an impressive showcase of what the ST could do, and sported superb digitised pictures of Kirk and his crew, along with some brilliant sound effects. Since then, they have been extremely quiet, but obviously very busy.



The honeycombed space station has been over-run with slimey-looking aliens and it's up to you to stop 'em.




MIDWINTER II
FLAMES OF FREEDOM
The Flames have been lit - A new age dawns.
Midwinter II. Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991
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First Impressions





RODLAND

LONG-AWAITED conversion of Jaleco's brilliant coin-op.

GAMEPLAY: *Rodland* is a conversion from Jaleco's cute coin-op and stars two fairies who are out to rescue their mother from the evil Maboot. Maboot has locked our chums' mum in a tower and has ensured that she is impossible to reach by casting a spell over the friendly creatures which inhabit the land. Thus, what were once a happy bunch of walking fruits and assorted cuddly animals now bare their newly-acquired fangs at anyone who dares try to pass them. The game is split into a number of platform-laden screens, and these must be negotiated one at a time. Each screen is inhabited by the mutated creatures, and the two characters must either avoid contact with the patrolling creatures or bash them with magic rods to stun them; failure to do so results in the loss of a life. In addition, each screen contains a number of pretty flowers, and the key to accessing the next stage is collecting these.

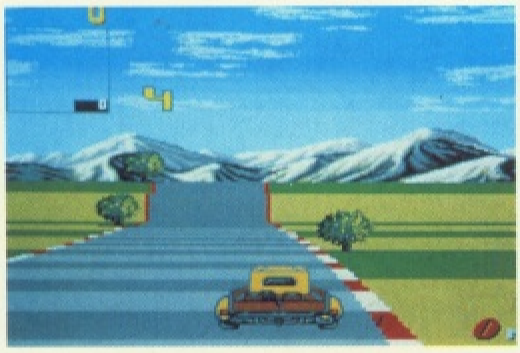
ANY QUESTIONS: *Rodland* is in the capable hands of Ronald Pieket Weserik and John Crowdy who have just finished work on the impressive *SWIV*. The actual coding hasn't been started, but work has begun on the graphics. The programmers have been sent sheets of info from Jaleco, and the graphics have been ported over from the coin-op before being retouched using *DPaint*. The actual coding is set to start sometime in March or April.

PLUS POINTS: The simplistic gameplay makes *Rodland* easy to get into but hard to put down. Everything from the coin-op will be included in the Amiga version, and the graphics are already looking clear and superbly defined.

FIRST IMPRESSIONS: Bearing in mind their past coin-op successes, *Rodland* should be a doddle for Storm. It's already looking almost identical to the coin-op, with all the game's many characters faithfully recreated. The gameplay will, obviously, be the deciding factor in how good a conversion it will be, but the team are confident that they can produce a near-identical conversion. If so, then Rodland is set to be one of the best cutesy conversions since Graftgold's brilliant *Rainbow Islands*.



The sprite editor shots look remarkably faithful to the Jaleco coin-op characters.



MOONSHINE RACERS

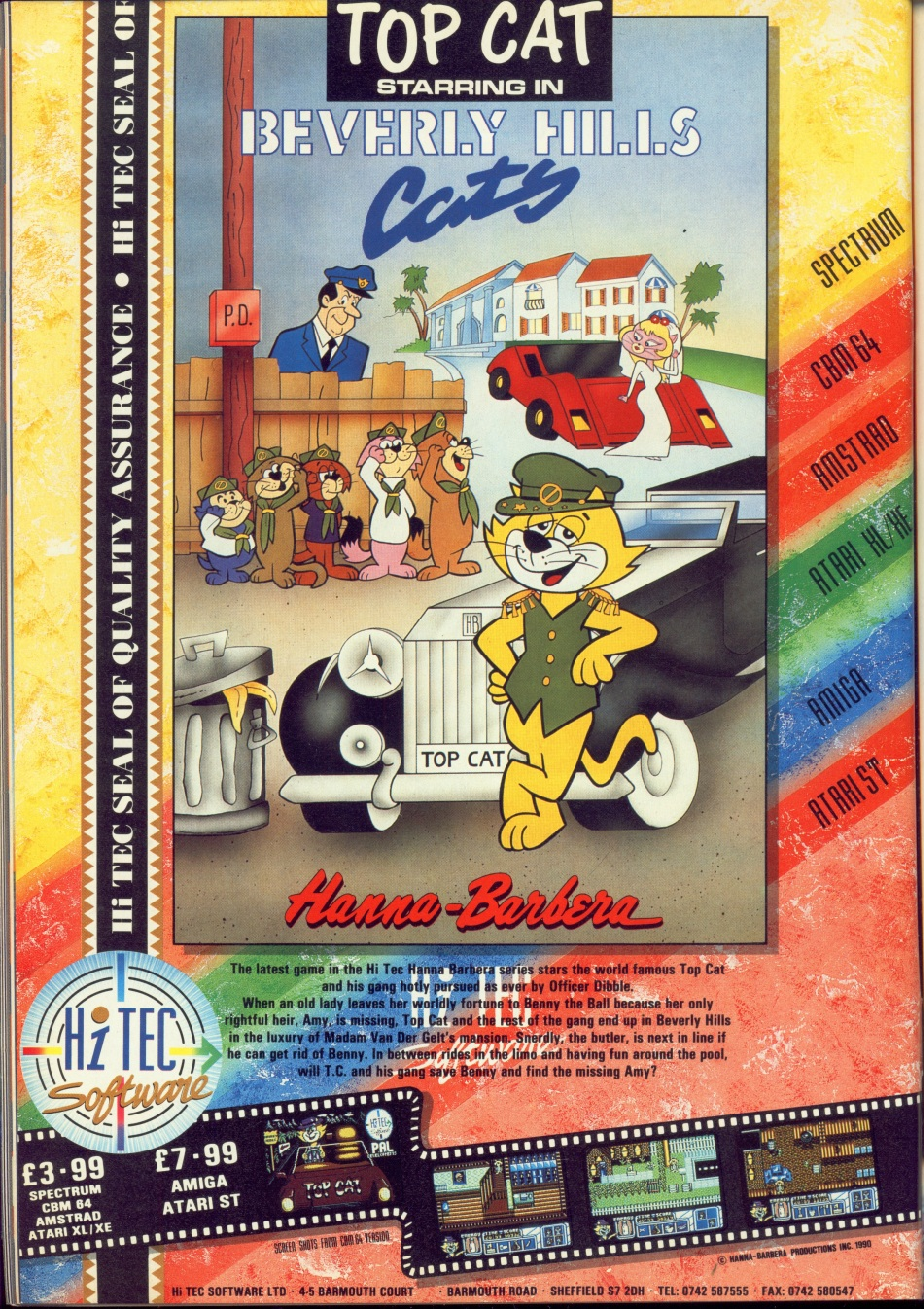
RACE game based on The Dukes Of Hazard courtesy of Millenium.

GAMEPLAY: Whereas most race games are set against the clock, *Moonshine Racers* involves trucking supplies of Moonshine (an illegal whiskey) to key points throughout the game. Out to stop you are the local authorities headed by one rootin', tootin' Fat Sam, his daughter, Petula, and his trusty canine, Rommel. Along with the less-than-intelligent local Police, this terrible trio are out to make your life hell by creating roadblocks, damaging your vehicle, and generally getting in the way. However, the more successful deliveries you make, and the more Moonshine you deliver with each journey, the more money you make. This can then be taken to your local dealer who will sell you anything from fluffy dice to turbo charged engines and supergrip tyres. In addition, a wise driver will buy a map, which will then be displayed in the top left-hand side of the screen, allowing you to avoid the aforementioned roadblocks along with any broken bridges or the like.

PLUS POINTS: It's surprising that the Dukes Of Hazard idea hasn't been used before as it offers a lot of scope (there was an official licence from Elite aeons ago, but it was awful). Let's just hope that there's a lot to do.

ANY QUESTIONS? Development house, Teque, are behind the game and they handled the conversions of *Continental Circus* and *Chase HQ*, so they should be able to recreate a good feeling of speed. The main problem will be with repetition but the advent of broken bridges and roadblocks should add the required variety.

FIRST IMPRESSIONS: The version we saw was an early one, but already the game is progressing nicely. Teque are using the same scrolling system as they did in *Continental Circus*, coupled with a desert landscape and mountains in the background. The update is fairly fast, and the truck itself is a nice enough sprite. However, there were still a lot of features to add – hazards, etc. – which may slow the final released version down considerably.


TOP CAT
STARRING IN
BEVERLY HILLS
Cats
P.D.
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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective — eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	

CU SUPERSTAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

CU SCREEN STAR

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.





THE AD TEAM

So exactly what happens when the editorial team are slaving over a hot Apple Mac? The ad team are on the job, so to speak. And here they are:

TOM GLENISTER

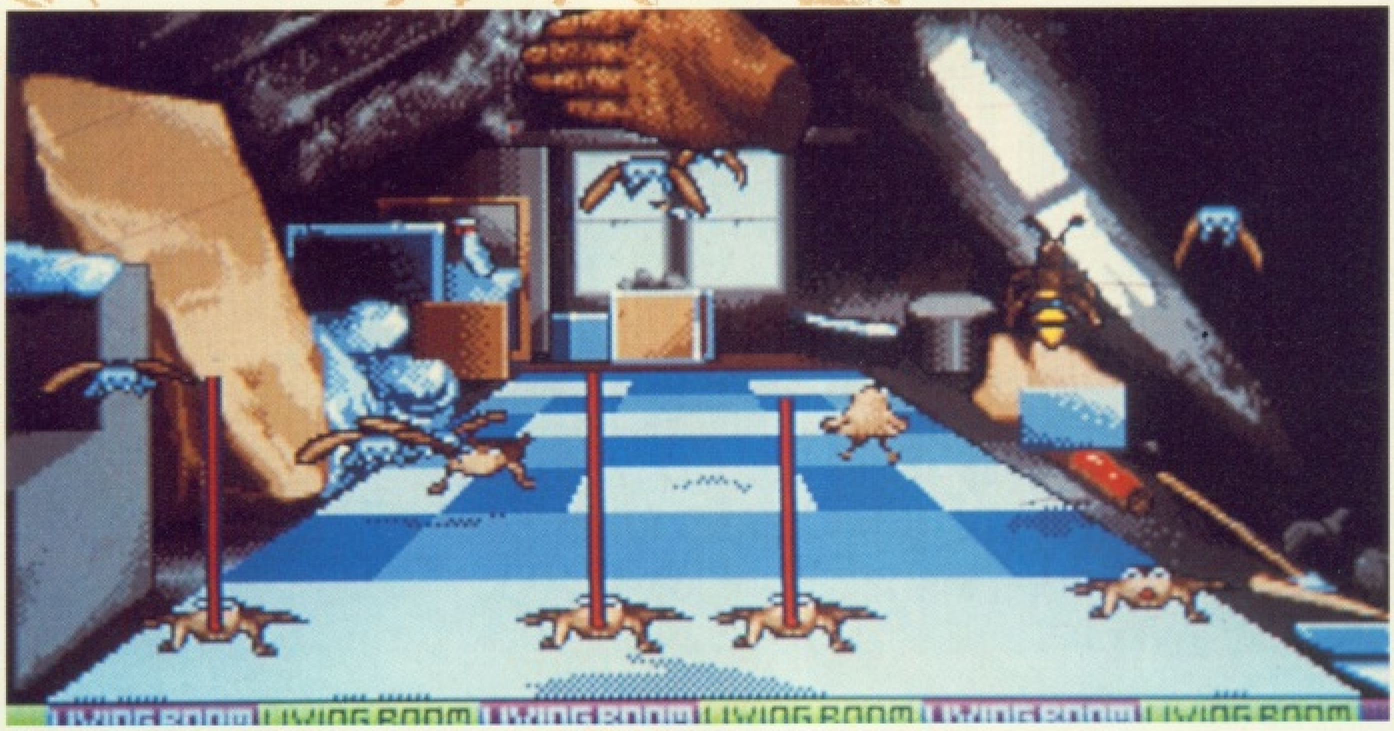
Tom's the Ad Manager. He's in charge of pulling in the softbiz's glossy, well-crafted ads. Tom likes Paula Abdul and balsa wood Spitfires.

TINA ZANELLI

It's a demanding job being an Ad Sales Executive, but Tina handles the pressure by asking people to fetch her Ribena Light. Of so-called Latin origins, she's prone to slapping staff writers around and pinching their bottoms

REMZI SALIH

Remzi's our production bod. Her job is to deliver to the printers all of the adverts in each issue. Despite her denials, her ambition, we believe is to own an advocado plantation in Beverly Hills.





They may look harmless, but each time you encounter the frogs their tongues get longer. Get caught on the end of one of these and they'll lick away at your energy.

EXTERMIN

This wasn't a job for any pest controller – it was a job for The Exterminator. CU takes a look at the Amiga conversion of Gottlieb's coin-op.

One of the most original and visually stunning coin-ops of recent times, Gottlieb's excellent *Exterminator*, reaches the Amiga this month thanks to multi-talented development house, The Assembly Line. The game features an on-screen pair of hands which have to visit seven houses in a street, each with five rooms, and destroy all the rabid rats, spiders, killer bees, flies, toy tanks, and rampaging walnuts (!) that reside therein. This is done by crushing, shooting or stamping the bugs to death as they fly or skitter towards you. There are even killer tomatoes on the loose ready to slime you into submission.

The game starts with the local ratcatcher pulling up outside one of the houses in the infested street (which looks surprisingly like Brookside Close). Out of the van comes a giant hand which flies into the house – then it's straight into action. As the game's essentially a shoot 'em up, it's fairly easy to get the hang of things – just kill everything in sight and you'll do fine! Each house contains five bug-infested rooms, such as a basement, kitchen, nursery, attic and living room. To make progress you must travel through each room destroying enough bugs to turn the white tiles on the floor blue. Each bug that's killed changes one tile directly below where the kill was made. Complete a line of tiles and the game moves on to the next room and so on.

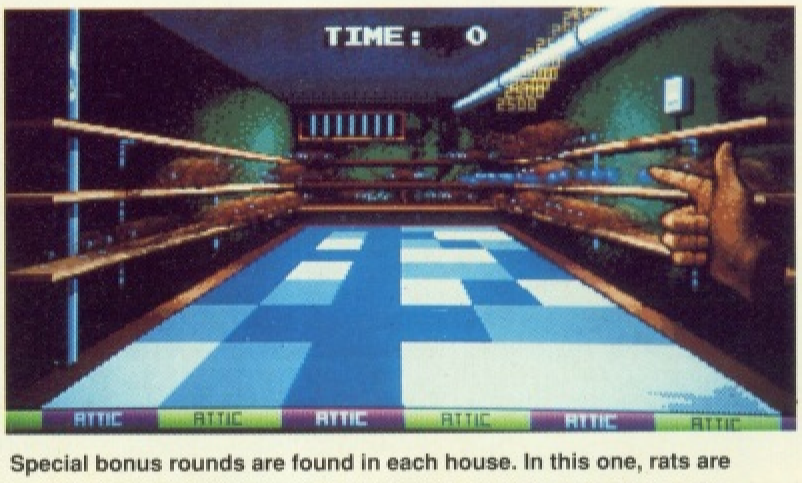
As well as contending with tank fire, stinging bees and assorted other killer bugs, there's an annoying wasp which attaches itself to your hand and which will sting you if you don't shake it off. A juice bottle is also flying around and will zap you if it's not taken out. At the top of the screen is a juice meter – each time you're stung by the wasp, shot by the juice bottle, hit by an exploding mine or tank missile you lose some juice. The juice meter can be tanked up by grabbing the mines before they explode, catching the juice bottle or crushing a roaming dodecahedron.

Throughout the game are special warp modes. These are hidden in various rooms. The first appears in the kitchen of the first house. A fridge door is open in the back of the room and if you can fire shots into the freezer while it remains open you can skip to the next house. It's a good idea to pause the game in each room and take a careful look round for anything that looks out of the ordinary. There's also a bonus round in each house. The first two involve shooting rats in the basement as they run along shelving. It's quite difficult to actually shoot anything because it's





A tank takes aim at the hand as it hovers overhead. Unlike the hand the tanks aren't 'armless and shoot missiles in random directions when they reach the top of the room.

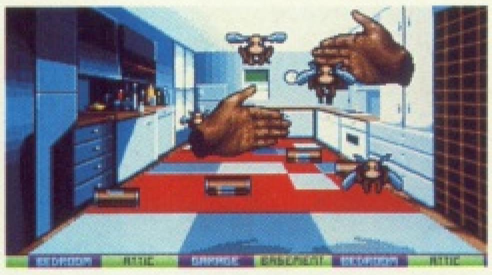


Special bonus rounds are found in each house. In this one, rats are skittering around shelving in the basement and the hand has to fire shots at them to score points in a set period of time.









The two player option is the most fun and one of the best features about the game. As the bugs swarm all around, it's a frantic race to complete a row of tiles before your opponent does.



AT R





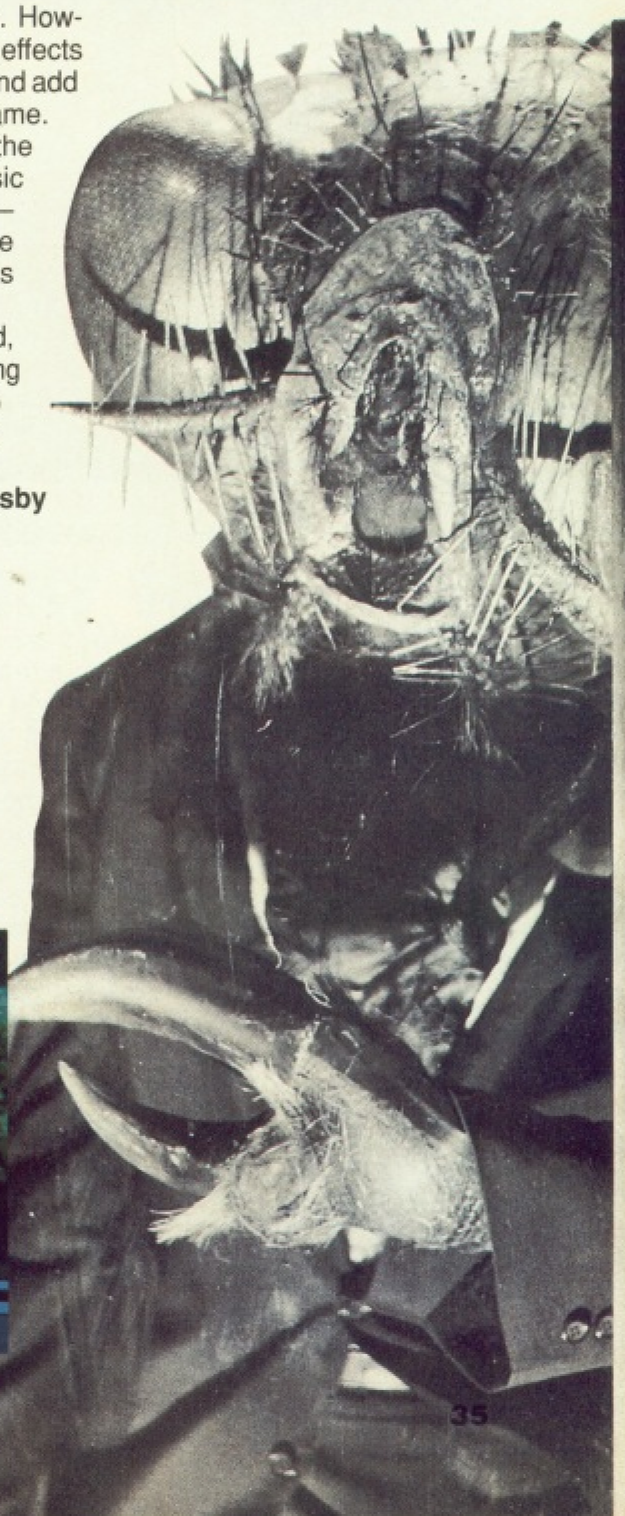
hard to gauge where the bullets will land. This is a fairly annoying aspect of the game – it's really pot luck if you manage to snag a bug at all. Later bonus rounds involve crushing cans, nuts, rats and tomatoes as they roll towards you.

The game can be played by one or two players, each player controlling one hand. The two player option is best as you can compete with a friend to clear each room. At times the action is fairly frantic, especially when the dragonflies start dropping mines and the tanks pepper the air with bullets. After all seven houses have been turned into bug-free zones, there's the Ultimate Challenge. The action moves outdoors and the player's confronted with half-a-dozen waves of insects. Each wave is made up of 13 bugs and it takes some skill to defeat this lot.

The game's graphics are outstanding and mimic the coin-op effectively. Sonicwise, the in-game tune is a little repetitive and fairly annoying after you've been playing for a while. However, the sampled sound effects more then compensate and add to the overall feel of the game. For 1mb owners there's the option of additional music for different sequences – for instance, a military tune plays whenever the tanks are on the attack.

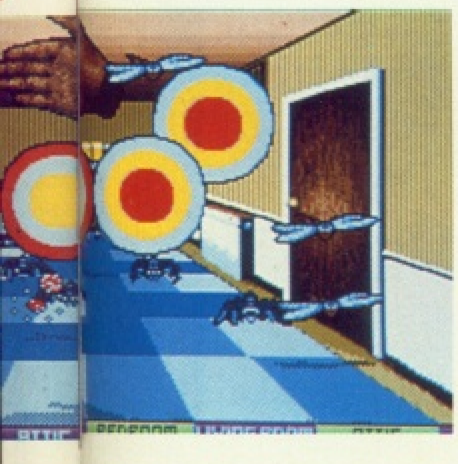
All things considered, *Exterminator* is a cracking shoot 'em up which goes to prove that new games *can* be original.

Daniel Slingsby





The hand's movement is controlled by the joystick and is admirably straightforward. Bugs can be crushed to death by pressing the fire button when they fly in front of the hand and enemies flattened by moving the joystick down and pressing the fire button simultaneously. Moving the hand to the side of the screen enables it to fire bullets from the fingertips which can be guided by moving the joystick.





The bug-catcher's van pulls up in Brookside Close. Quite why every room should be decked out in gaudy bathroom tiles is never clearly explained.

EXTERMINATOR

ON LINE FOR SUCCESS

The original coin-op featured some innovative graphics, including a pair of digitised hands and some imaginative flying bugs, together with a palette of 32,000 colours to choose from. The 16-bit conversion has had to simplify matters, but to what degree? The pace of the arcade machine was fast and furious to say the least, with cluttered screens depicting tens of marauding ants and murderous killer bees intent on overwhelming the player. Obviously, any conversion would have to try and emulate the quality graphics and animation while keeping the game speed at an acceptable level. Audiogenic passed the buck to The Assembly Line, responsible for hits such as *Pipemania* and *E-Motion*, and the team have pulled out all the stops to make the 16-bit conversions play like a dream.

A special team, Blue Turtle, were called in to handle the graphics and have managed to retain the flavour of the original coin-op as well as adding extra background details. As you can see from the screen shots printed here, the detail and clarity is amazing.



Watch out. The wasp has attached itself to your hand and will now follow you about the screen. The only way to budge it and send it to the back of the room is to waggle the joystick and shake it loose. Wait too long and the wasp will sting you, making your hand throb and your juicemeter loose valuable energy.





RAT CATCHERS

The rat population is booming and out of control. In some areas, rats the size of small cats have been sighted and the threat is spreading. That's not surprising when you consider that a single pair of rats can produce over 2,000 offspring a year. With a 70% increase in the rat population in the last two years, many local authorities are ploughing funds into special rodent control teams in an effort to wipe out the menace once and for all. Rats are capable of spreading a number of virulent and extremely nasty diseases, ranging from cholera, fever and salmonella to Weil's disease which can cause jaundice and haemorrhaging in serious cases.

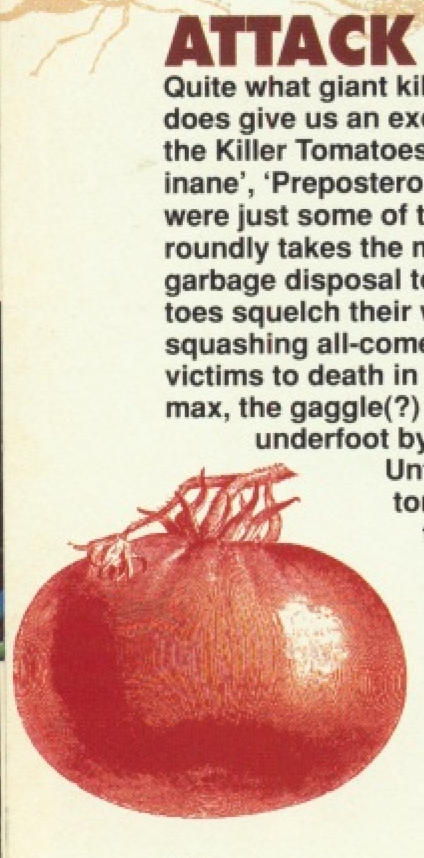
AUDIOGENIC £24.95	
"Weirdo shoot 'em up that's great fun to play"	
GRAPHICS	92%
SOUND	84%
LASTABILITY	80%
PLAYABILITY	93%
OVERALL	**90%**

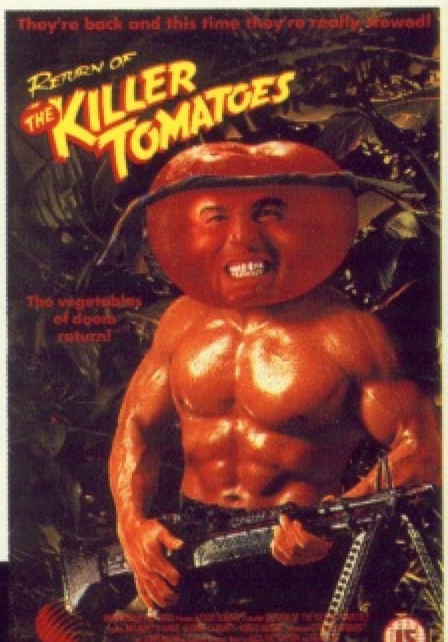


ATTACK OF THE KILLER TOMATOES

Quite what giant killer tomatoes are doing in *Exterminator* is anybody's guess. But it does give us an excuse to take a look at one of the worst movies of all-time. Attack of the Killer Tomatoes took the movie critics by storm back in the late 70s. 'Hopelessly inane', 'Preposterous', 'Awful' and 'I've never seen a movie theatre empty so quickly' were just some of the many accolades awarded to the film. This spoof-like movie roundly takes the mick out of the horror genre as man-eating tomatoes emerge from a garbage disposal to wreak havoc on the city of San Diego. Thrill as large wobbly tomatoes squelch their way through the ghettoes and suberbs of the Californian city, squashing all-comers! Be amazed as monstrous, bloated ketchup refugees slime their victims to death in a cocktail of tomato juice! Yes, this one had it all. In a thrilling climax, the gaggle(?) of tomatoes are herded into the local footy stadium and squished underfoot by the city's brave citizens.

Unfortunately, this was not the last of the killer tomatoes, as a couple of years later someone had the original idea (and obvious good taste!) to film a sequel, the imaginatively titled, 'Return of the Killer Tomatoes'. This time Professor Gangrene has discovered how to turn tomatoes into perefct replicas of men and women out for revenge. I'll never be cruel to a bottle of ketchup again.

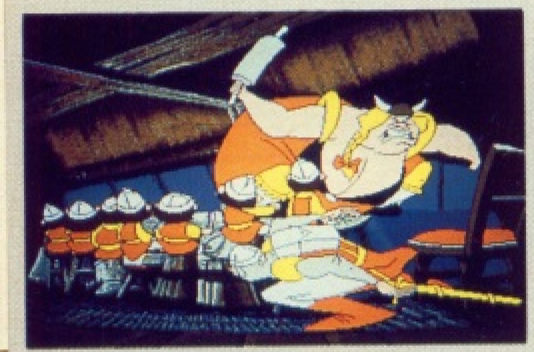






Above: Rambo meets Tomatoes in the rip-snorting sequel to Attack of the Killer Tomatoes.
Left: Some rather ripe tomatoes (ooer!!). . .

DRAGON'S LAIR II TIMEWARP



Dirk's adventure begins at the dinner table, where Daphne's furious mother unfairly blames him for her kidnap.



In the past, the Readysoft series of laser-disk conversions have been criticised for their lack of true player participation. While this is admittedly a valid point, the argument behind the programmers' thinking is that for it to be a true conversion, the control method of the original coin-op – along with any other notable features – should be kept as close as possible. A few years ago, a compromise of sorts was made with the release of Software Projects' two 8-bit *Lair* games, and whilst these were invariably more playable than the coin-op scenes they were based on, they were still criticised – this time for not being 'true' conversions! However, by now, people know what to expect from these popular conversions – ie the aforementioned limited controls, and their customary stunning graphics and sound.

This latest installment picks up the story a few years after Dirk's climactic battle in Singe's Castle, with his hapless fiancee, the delectable Daphne, spirited through a hole in time by the evil wizard, Mordoc. Jealous of her beauty, Mordoc plans to make her his bride during a rather rushed wedding, sealing his control over her with the mysterious Death Ring. Naturally, Dirk isn't too taken with this idea and, scooping up his trusty sword, prepares to track down his bride-to-be. The game opens with Dirk seated at the dinner table, next to his family of Dirklettes and Granny. On hearing the news of Daphne's abduction, the aging battleaxe blames Dirk for her daughter's constant strife at the hands of unnatural elements, and prepares to educate him with her rolling pin. From here, Dirk is chased into the now-empty Castle Singe, and through the many corridors and secret rooms that make up the ominous building. In all, there are some fifty scenes for Dirk to make his way through, and each screen is full of unspeakable horrors that are just waiting to prematurely end his quest.

As Dirk battles his way further into the game's six disks, the story starts to unfold. Having avoided a number of reptilian antagonists, Dirk stumbles across a rickety old time machine. Realising that the ramshackle device could take him through the time wrinkle Mordoc used to capture Daphne, he then enters the machine and teleports to the wicked warlock's lair for the final confrontation. Unlike the first game in the series, most of the scenes move directly into the next, ensuring that the gameplay flows (which is essential in a fast-moving game such as this), and each disk holds roughly eight scenes so that swapping is kept to a bare minimum. Likewise, owners of two or more drives will find that the disk swapping is barely noticeable. In fact, every care has been taken to make the game easy to get into (even though it can be frustrating to play), and there are absolutely no delays or annoying pauses between scenes. And, in terms of presentation, *Timewarp* also abandons the 'helper' system used in the Singe's castle adventure, and drops the player straight in at the deep end.

As a rule, you're either a fan of the Readysoft games, or you can't stand them. Personally, I must admit to liking them. Granted, they aren't particularly playable, but there is still a lot of enjoyment to be gained from the trial and error methods required to clear a screen. In addition, the save game option (which first appeared in *Space Ace*) steers clear of the repetition of playing the early levels too often, although on the downside it does reduce its playing time considerably. Apart from that, it's all familiar ground. The graphics and sound are all up to their usual high stan-



Providing he can avoid Daphne's mum, Dirk eventually finds a time machine which leads him to the evil wizard behind all the trouble.



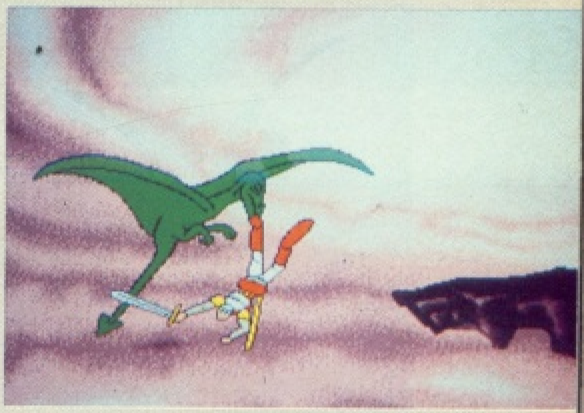


The time machine is guarded by a thirsty snake, who won't let you use it unless you quench his thirst. Even then, he still causes problems, but is eventually laid out by the ever-pursuing mother.

dard, with superb cartoon-style animation and suitably loud sound effects and speech, and the speed with which the screens flow into each other makes for a fast-paced game. I won't harp on about the lack of control over the action, but fans of the genre know what to expect, and this episode in the series delivers enough thrills and spills to keep even the most ardent Dirk fan busy. Others, though, along with people who object to paying nearly fifty quid for a barely interactive cartoon, would be better off leaving it alone.

Steve Merrett

Shortly after slicing one in half, Dirk is whisked away by a disgruntled lizard.



DERRING DOINGS...

Dirk The Daring's first screen appearance dates back to 1984. During a time of countless 'Gorf' clones and vector graphics masterpieces, the 'new age' of video games were going to be the many laser-disk games that had started to appear in the States. One of the first of this new genre, was a fast shoot 'em up based on the Clint Eastwood movie, Firefox, but it was with the advent of the *Lair* games that they started to become popular. *Dragon's Lair* was a stunning looking arcade/adventure which simply blew people away with its superb graphics and sound. On the downside, though, the series' complete lack of playability and exorbitant price of a pound a go, made people reluctant to pay for a game in which they may only last a few seconds. Indeed, one magazine of the time even printed a complete solution to the game to aid any struggling Dirks, but even this didn't save it from rapid obscurity. The second release in the series, *Space Ace*, was only met with limited enthusiasm. And soon after, the laser disk genre started to die. Plans for several new titles never came to fruition, with the Dragon's Lair coin-op halted during development, and the final release came in the form of the disappointing *Super Don Quixote*. There was speculation of the Timewarp coin-op appearing sometime in the near future, but these plans seem rather optimistic, as the new 'new era' of coin-ops offer graphics every bit as stunning, but with playability, too.





Similar to the scene in *Space Ace*, Dirk lands on a crumbling rock and must jump off before it collapses and takes him with it. Following this, a hovering platform must be negotiated. If Dirk is successful, more danger awaits in the form of a collection of winged demons and a group of angelic terrors.

READYSOFT/ENT INT £44.95

"Stunning graphics as always, but over-priced"

GRAPHICS	94%
SOUND	90%
LASTABILITY	67%
PLAYABILITY	78%
OVERALL	**72%**

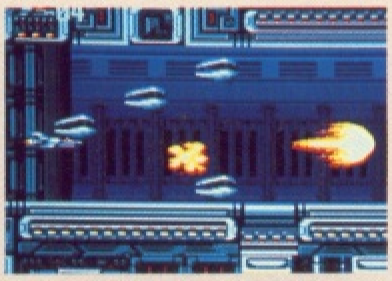


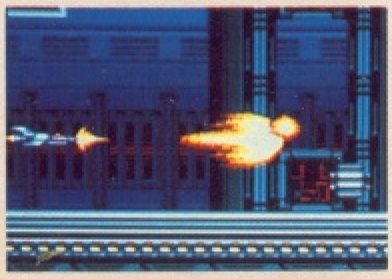


TURRIC

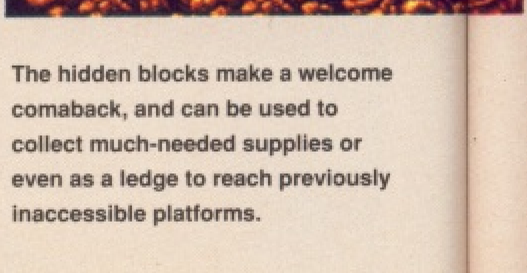
Following up one of the best shoot 'em ups ever to grace the Amiga sounds like a near impossible task, so the team behind the long-awaited sequel to *Turrican* have played it safe and kept the basic gameplay traits whilst tweaking it and smoothing off a few rough edges. *Turrican II* picks up several years after the original game, with our hero's home once again under threat from an evil force. Initially, it is believed that Morgul, the dream demon from the first battle, has returned, but it transpires that a giant battle computer has somehow short-circuited and intends to dominate the universe by overrunning it planet by planet. To achieve its evil plan, it has built up a huge force of alien slaves, and this battle force and its massive armies of mutated creatures are currently swarming across the five planets in your system, and are threatening to eradicate the peaceful inhabitants of each. Ever predictably, and after the success of your last mission, you have been deemed the last hope for the system and its people, and armed with an assortment of both old and new weapons, you must battle your way through each of the five planets until you reach the manic computer for a final confrontation.

As soon as Turrican is ready to begin his journey, the new improvements become immediately apparent. The most striking addition is the shaded skyline which changes from level to level, but the enemy sprites are also more varied and have more intelligence than those of the first game. Our hero begins the game equipped with his trusty armoured suit, a single-fire laser, and a collection of smart bombs which clear the screen whenever the spacebar is pressed. In addition, whenever the firebutton is depressed and the joystick pulled down, Turrican can leave mines which will blow up any unfortunate creature that bumps into them or, alternatively, transform into a gyroscope to evade trouble. Finally, holding down the firebutton ignites his manoeuvrable flamethrower which has been revamped and is twice as powerful as the electro-gun he sported in the first game. Weapons in order, Turrican can then start to pick off the many enemy sprites that litter the route. Once again, the game follows the traditional format of an eight-way-scrolling level which is punctuated with all manner of traps and platforms, and if our hero comes into contact with the enemy or their flak, his suit's protective power is reduced until he finally explodes in a shower of sparks. This can be averted, though, by the collection of the many power-ups that appear whenever the eye-shaped aliens are killed or if he stumbles across a bonus-giving hidden block. Collecting the power-ups is the only way you'll ever get to confront the manic micro, but, thankfully, there is an ever wider range to collect now, including large





In between planets, the game introduces a new R-Typesque interlude. Armed with your normal array of weapons, you must avoid contact with the energy-sapping creatures, and destroy their guardian.



The hidden blocks make a welcome comaback, and can be used to collect much-needed supplies or even as a ledge to reach previously inaccessible platforms.





Once again, Turrican's adventures take him both underground and under the sea, where the end-of-level creatures await him. . . .

CAN II



balls of electricity and a massive bolt of power which clears all in its ways. In addition, all the old favourites, including the extended flame-thrower and extra lives, are back, although the last item you collected will be lost whenever you come to a sticky end.

However, whilst retaining a lot from the original, *Turrican II* doesn't fall into the trap of repeating too much. The enhancements to the graphics, whilst playing second fiddle to the gameplay improvements, are excellent, and range from small touches like the rope bridges bending under each step to the dark and atmospheric backdrops of the later stages. Keeping in with the graphic's high standard, the sound is as loud and raucous as a shoot 'em up fan could wish for. A few speech samples have been thrown in, and every time Turrican collects an extra weapon he shouts out what it is. In addition, the game is supported by a rollicking good tune which suits the hectic action perfectly and is backed up by all manner of suitably explosive sound effects. It is the gameplay, though, that is the icing on *Turrican II*'s already impressive cake. All the addictive shoot 'em up action that made the first game so enjoyable has been retained, yet somehow this new version seems fresh and different. The re-jigged weapons and smarter aliens make for a real challenge, and although the power-ups are spread quite generously through the game, its difficulty level is pitched to make the game challenging without being frustrating or too easy. In all, *Turrican II* is another fine product from Rainbow Arts and a perfect follow-up to the superb original. It surpasses everything they went out to achieve and is a game that any self-respecting shoot 'em up fan should own.

Steve Merrett



Facing a guardian in the sub-game.



BEHIND THE SCENES...

Turrican II was in development for eight months, although the idea was conceived during the programming of the original *Turrican*. A lot of ideas that were going to be included in the original had to be dropped due to both time and memory problems, but the programming team of Holges Schmidt, Chris Hulsbeck and project leader, Julian Eggebrecht, decided that they could be included in a sequel. It was decided fairly early on to keep the game as close to the original as possible, but add key new sections, and all that remained was to implement the new changes whilst tweaking the basics behind the game and making it generally smoother.

AMIGA SPEC

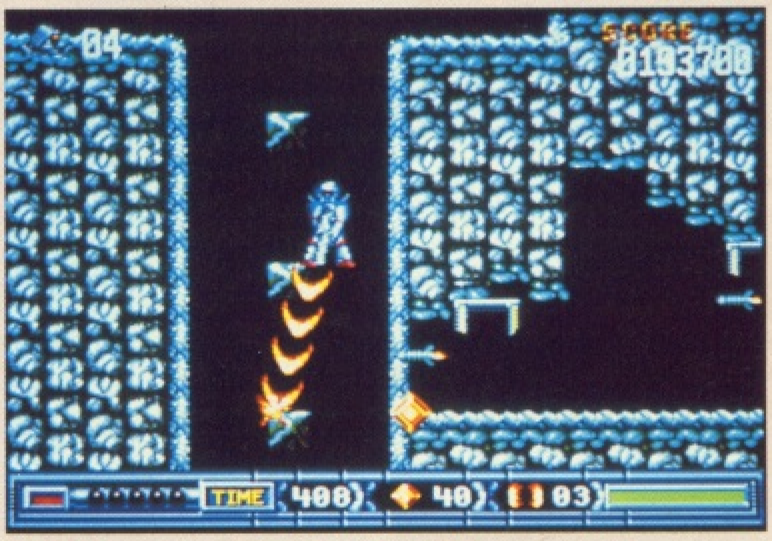
MEMORY REQUIRED	512K
SCROLL SPEED	9
COLLISION DETECTION	8
COLOURS ON SCREEN	32
LEVELS	5 Planets, split into 12 levels
GRAPHICS STYLE	Pretty much the same as the first game, only smoother and more colourful.
SOUND	Sampled sound and some superb sound effects that complement the game perfectly.

TURRICAN II

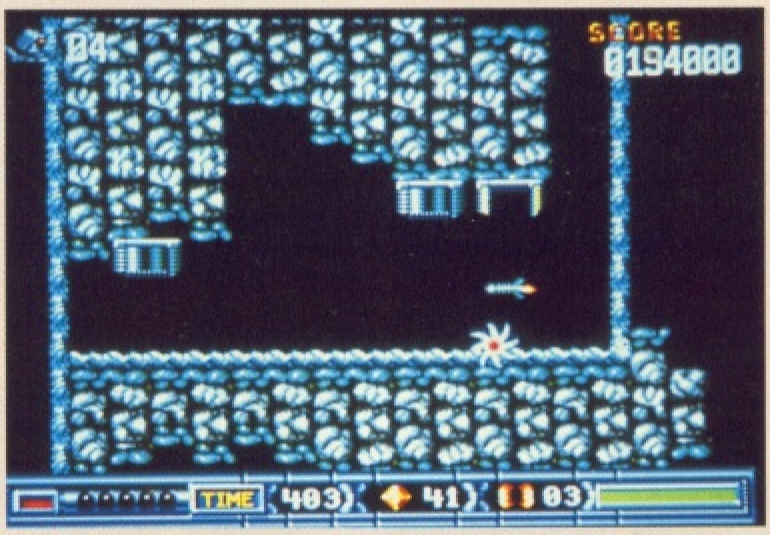
IMPROVEMENTS

Anyone who was a fan of *Turrican* will be more than pleased with the enhancements made in the sequel. The most notable are the superb traps and obstacle-related hazards which await our hero. For instance, there are waterfalls which will sweep you towards your doom unless countered and collapsing platforms which kill you instantly as they give way beneath you. Likewise, the programmers have obviously spent a lot of time on the enemy attack patterns, and ideas have been cribbed from shoot 'em ups such as *R-Type*. The aliens appear in groups of five or six and, for the most part, can be dispensed with a couple of shots. On later levels, though, they leave intricate, impassable webs behind them which must be shot before you continue, whilst others split up into dozens of smaller creatures when hit, sapping even more energy as they roll past. Also, the master computer has also lined the route with a number of automatic weapons, and these are located at regular intervals and fire missiles and the like as you approach. All these pave the way to the huge end-of-level guardians that *Turrican* was famed for, only this time they are bigger and meaner than ever and require more skill and manoeuvring to destroy.





Turrican's weapons have been extended and the flame-thrower has been replaced by a band of power which achieves the same ends. In addition, the arsenal of bonus weapons has been expanded to feature massive flame guns, energy bolt lasers, and more effective shields which temporarily protect you from harm.



The best way to avoid contact with the enemy bullets is to change into your gyropod. Unlike in the first game, you can now fire whilst in this mode and it is slightly more manoeuvrable than before. The aliens can still sap your energy in this mode, but it allows you to pass through previously impasssable gaps and avoid flak from the ceiling-mounted guns.



The smart bombs come in many forms now, and range from the old favourite 'expanding wall' effect to a series of rubber balls which bounce around killing everything in their path. They are limited in supply, though, so care is of the essence.

RAINBOW ARTS £19.99

“The best shoot 'em up to appear in a long time”

GRAPHICS	92%
SOUND	88%
LASTABILITY	89%
PLAYABILITY	94%

OVERALL 94%

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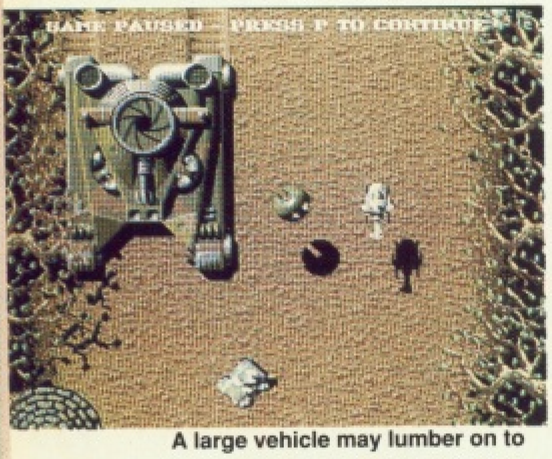
Enemy planes only cause problems for the helicopter. They swarm onto the screen level with the helicopter then open fire while trying to collide with it.



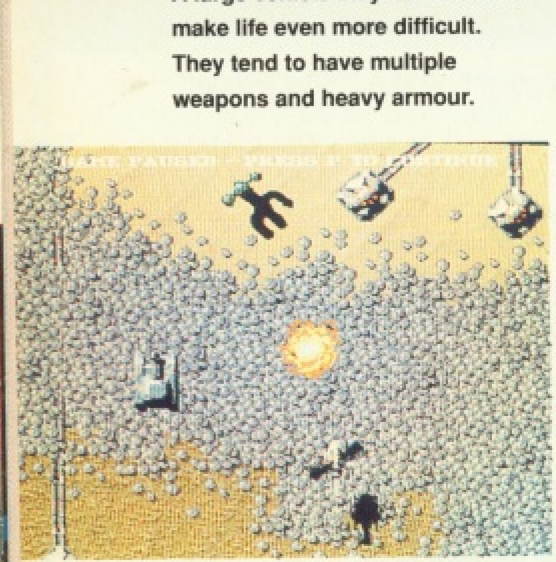


The backdrops change every level and revolve a certain theme, such as the wasteland. . .

SWIV



A large vehicle may lumber on to make life even more difficult. They tend to have multiple weapons and heavy armour.



By overlaying rocky sprites on the joins between levels, the programmers have managed to hide the palette change.

Good sequels are an art form – and Sales Curve have produced a masterpiece in *SWIV*, an original game 'follow up' to Silkworm, their 1998 smash arcade conversion.

Though great as a one-player game, *SWIV* works best with a partner. Player one controls a helicopter, while number two runs around the screen in a tank. Each vehicle comes with its own set of advantages and disadvantages. The helicopter doesn't have to worry about crashing into ground targets, but it can only fire in one direction. The tank, however, is the complete opposite. A rotatable turret allows you a shoot in a 360° arc, but has plenty of buildings and gun emplacements to avoid.

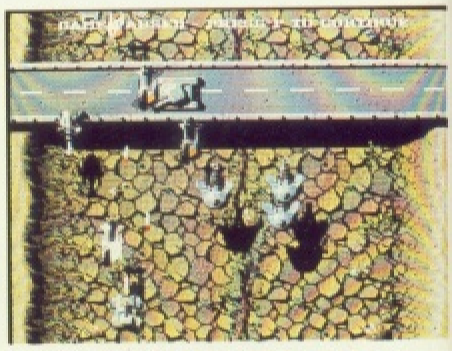
By making it vertically scrolling it's programmers lept back some years in game design. The trend for the modern shoot 'em up is to use incredibly technical scroll routines, which tend to cloud the products gameplay. But, although it might sound old fashioned, *Swiv*'s coding certainly isn't simple.

It's the clever technical features that you don't instantly notice which really make the difference. All sprites and background graphics are loaded in while you play. This means there's no loading between levels, so you can go from start to finish without stopping. Clever sprite routines are used giving dozens of enemy craft on screen without the game slowing down. It's these tricks that give *Swiv* a genuine arcade feel.

Next to the lives counter there's a star rating. The higher this is, the more weapons you can keep should you die. Initially, this is set at two so you only keep the second power-up level, although it does increase by one for every six bonus icons collected. Why anyone hasn't thought of this before? It's so incredibly useful.

Enemy superbases lie in wait for you at the end of each level. These buildings are built up from several component parts which need to be destroyed separately before the building finally goes belly up.

By way of a tribute, the

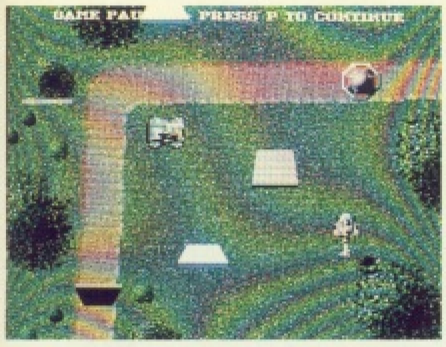


. . .and rock world. The bad guys invariably change too, throwing even more surprises your way.



The tank changes into a boat on some levels. Its gun will be the same – only it'll move faster.





Familiar? Xevious is brought back to life in Swiv, along with original aliens and backdrops.



CU SCREEN STAR



Left: The superbases contain guns, lasers, and tank dispensers. They take quite a few hits in the right location before they finally explode.

programmers admit they've borrowed ideas from older shoot 'em ups. Level three is almost identical to *Xevious* (a seven- year old arcade classic), which is a nice blast from the past for crumbly old journos like me.

Some of the enemy craft are particularly innovative. On level three a hovercraft drifts on, releasing a craft which spews out homing missiles. Missile launchers, guns and tank silos are built into the background, surprising the unwary player. Ideas like these are what separate *Swiv* from the ten-a-penny blasts which periodically return to haunt the Amiga.

A number of things have been carried over from *Silkworm*, in particular the awesomely-armed Goosecopter. Its component parts drift onto the screen then form into a helicopter that's ten times bigger than the player vehicles. When it explodes, it leaves behind several bonus icons which can be collected for extra points or firepower.

Swiv's difficulty level is set according to how well the player is doing. If you've gone straight through to the second level without losing a life the alien attack waves intensify, as do their rate of fire. Should you find yourself struggling on level one the aliens will be firing infrequently and there'll be a lot less of them.

This is one of the elite band of Amiga shoot 'em ups which is truly arcade quality. The graphics and sound are outstanding, it plays very well and the presentation is top notch. Exactly the sort of game Amiga owners have been crying out for.

A classic follow up to a classic game.

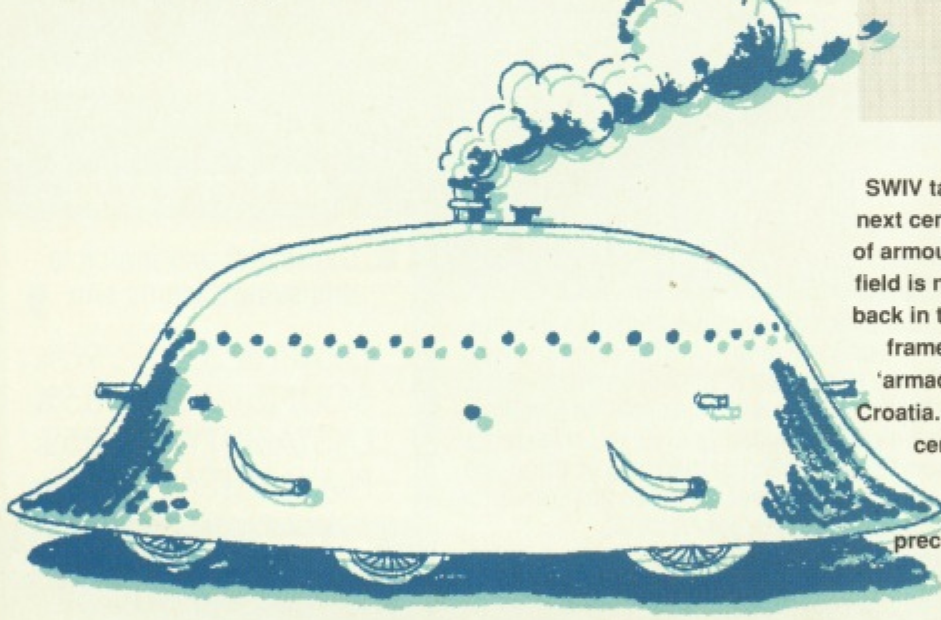
Mark Patterson

A COIN-OP HISTORY

It's been thirteen years since *Space Invaders* took the world by storm. Not only was it one of the first arcade machines, it was the first ever shoot 'em up. In the following few years games such as *Galaxians*, *Scramble* and *Moon Cresta* appeared, sparking an entertainment revolution.

Shortly afterwards the first of the modern innovators appeared. Williams launched *Defender*, a horizontal scroller packed with never before seen features. Meanwhile, Bally Midway had produced *Gorf*, one of the first arcade machines to feature speech and different styles for each level. The smaller companies were content with 'cloning' their competitors new releases.

Since then, there have been few improvements to the basic formula. *SWIV* is a basic formula shoot 'em up, make no doubt about it. But it's brilliantly executed, nevertheless - and it's only this fact which elevates it so obviously from the rather tired style.

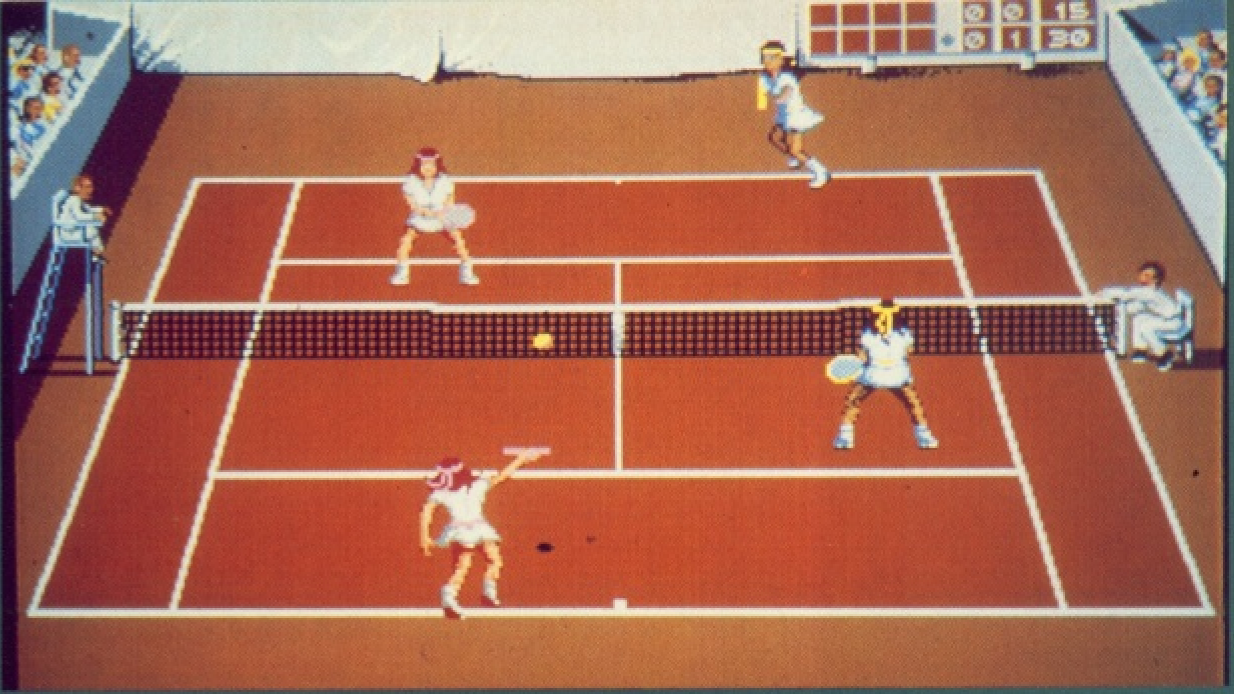


SWIV takes tank warfare into the next century and beyond. The role of armoured vehicles on the battlefield is nothing new, however. Way back in the first century bc, timber-framed personnel carriers or 'armadillos' were being used in Croatia. And in the mid-nineteenth century, Bismarck, among others, suggested producing steam-powered precursors of the modern tank.

STORM £24.95

" Addictive, rip roaring shoot 'em up – great!!! "

GRAPHICS	82%
SOUND	89%
LASTABILITY	91%
PLAYABILITY	90%
OVERALL	**90%**



CU SCREEN STAR

A new feature is the doubles option which lets you play two against two. . . .

PRO TENNIS TOUR II

Given this country's inability to produce a tennis player of any worth for nearly twenty years and the dominance of Boris Becker and Steffi Graff it's quite appropriate that the best simulation of the sport should be programmed by German developers Blue Byte. Such is their distrust of our prowess at the sport that they let a French software house publish it.

The original version appeared as far back as October 1989 and the response to it was good enough to encourage the programmers to go back and enhance it further. Not a bad idea. When *Pro Tennis* appeared it was a nice game that really needed more polish to make it special.

That's where the second version comes into play. The enhancements are many and they transform *Pro Tennis* into an impressive simulation. For a start you can choose the sex you wish to play, opt to play with two others opposite you, and with an adapter you can now play doubles. If you're not ready for a match though, then you can get some training. A machine will pelt balls at you and can even be programmed to aim them in a pattern to your backhand or forehand, volley or smash, enabling you to practice your weak shots.

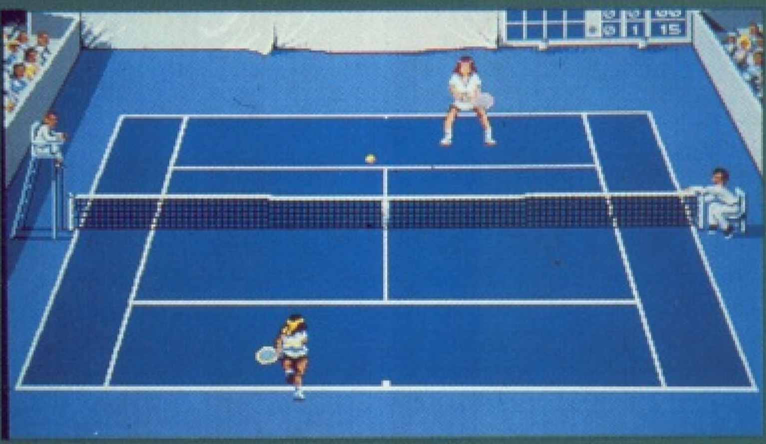
These though, are just frills, where this sequel really impresses is the way it allows you control your shots. By directing the joystick as you hit the ball it's possible to aim across court and chop and lift the ball in a way that adds the variety and realism that was missing in the original. You can also adjust the strength of players' attributes by lowering or raising their serve, volley, backhand, or forehand points.

Graphically *Pro Tennis Tour* has been tidied so as to clear the court of any intrusions. The characters are large and excellently realised, particularly the women which are superbly animated, down to bouncing hair and skirts!

There's sound too, calls from the referee and line judges and a neat, sampled ball impact noise. To hear all the sounds you need a fairly powerful machine though - a simple 512 Kbyte machine won't give you them all, and this is true also if you want to play a mixed match. My other concern is that it would be better if you could move your player into position into quicker, they can prove very sluggish making it easy - particularly for the computer - to wrong foot you

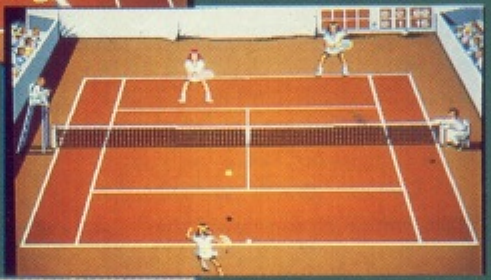
Some enhancements fail to live up to expectation (*Kick Off II* for example) but *Pro Tennis Tour II* is definitely worth investing in. It might even inspire more to go and pick up a racquet for real - something the game badly in this country desparately needs.

Mike Pattenden





There are three types of court: grass, clay and concrete, each with their own playing characteristics.



Play against a ball machine to practise shots or take on two opponents single handedly.



The yellow circle indicates where the ball will land. It's useful in gauging the power of your serve.

BALLPLAY The basics of the game are still much the same. You have an end to end view of the court, with your player shifting from one side to the other side of the net game by game. You serve by striking the fire button and manoeuvring a yellow mark to the point where you want the ball to drop and release the fire button. Returns are effected by first getting into position and then hitting fire which swings the racquet back and then releasing the button which makes the player swing.



UBISOFT £24.99

"Game, set and match to this superb tennis sim"

GRAPHICS	90%
SOUND	85%
LASTABILITY	85%
PLAYABILITY	88%
OVERALL	**87%**



NA

Domark's wargame *Nam* offers you the chance to recreate a war which devastated one of the most prosperous South East Asian countries.

There's only been ten days since the end of world war two when there hasn't been conflict – and most of the fighting has had US involvement. The timing of this game is unnerving. . . .

Previous Vietnam games, such as *Platoon* and the *Lost Patrol*, although good, were predominantly arcade and undetailed. *'Nam* gives you the choice of being a military commander at Khe Sanh, the Tet Offensive or during the American withdrawal in 1975. Or you can go to the top and play Presidents Nixon or Johnson, with control over conscription, troop allocation and military strategy.

Choose to play one of the Presidents and the game starts with your PR and military advisers letting you know that the public are confident with your administration and that you can get away with increasing troop commitments to South Vietnam. But as soon as the game develops, the military will keep asking for troops and funding while the PR consultants will be telling you to keep up your public image by halting the movement of troops.

Keeping in favour with the public is a real challenge. The more troops you send to Vietnam the more public opinion turns against you. Withdrawing funding and support will put you in a better light with the American people but will severely weaken South Vietnam. Should your popularity drop too far then you could find yourself ousted from office.

Selecting the news icon brings up the front page of the New York Times, which provides you with the latest happenings in Vietnam. It usually reports your previous actions, though occasionally the odd surprise message appears which could be anything from atrocities to a





Bringing in your advisors is a good way to gauge how the war is going, from a public and military point of view.

Now come on all a'ya big strong men,
Uncle Sam needs your help again,
he's got him self in a terrible jam,
way down yonder in Vietnam-
so put down your books 'n pick up a gun,
we gonna have a whole lot of fun...

Country Joe and the big fish



report on low morale among troops.

The statistics screen gives you a breakdown of American and NVA losses, the stability of the South Vietnamese government, your popularity and the kill ratio of NVA and US troops. You need to keep referring to this to gauge the balance between troop commitments and popularity with the American people.



Although Johnson didn't stand for re-election, and Nixon finished his term disgraced by Watergate, you don't have to worry about wrapping the game up early should you be playing a president. It is possible to stay at the White House the maximum ten years, although as time goes by a President's popularity can sink through the floor as public opinion turns against him. This leads to low morale among troops and defeats in the field.

The war game element is simple but effective. Clicking on a unit calls up a panel displaying its status and the options available to it. To move a unit you first have to select it, then click on where you want it to move to. Units can be equipped with helicopters so that they travel at four times the usual movement rate, although the advantages of this have to be weighed against the cost of fifty Huey helicopters per unit.

There is a phenomenal amount of units in the game to start with. US, Australian, Korean and Thai divisions are among the starting ranks. As the game progress and units are recalled or wiped out the reserves need to be called upon to keep the army's strength up. This means conscription. You only get to call on the populous if you're playing the Presidential game; it has to be done but it seriously limits your popularity.

'Nam is incredibly accurate. Amiga programmer Colin Boswell estimates that 90% of the allied units featured in the game were present at the time of conflict. When you're playing a President you can realise the problems that Johnson and Nixon had running such an unpopular war on the other side of the world.

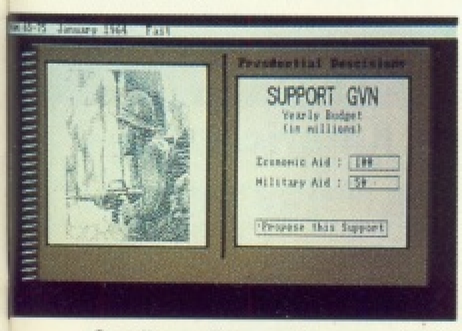
The presentation and execution is virtually faultless. The programmers, Kremlin have excelled themselves. *'Nam* definitely rates as one of the best wargames in years.

Mark Patterson

THE PEOPLE SNIFFER Vietnam was the first hi-tech battlefield. Many weird, bizarre and outrageous weapon systems were developed during the course of the war as billions of dollars were invested in new ways of killing people.
The 'People Sniffer' was developed to detect the presence of a person from the ammonia present in their perspiration. Fitted to the nozzle of a M-16 rifle, the device proved less than successful when used in battle conditions. The sniffer was too sensitive and would often confuse the ammonia given off from animal dung for that of a human. Often troops would surround a village convinced there was a concentration of Viet Cong only to find a few stray pigs.

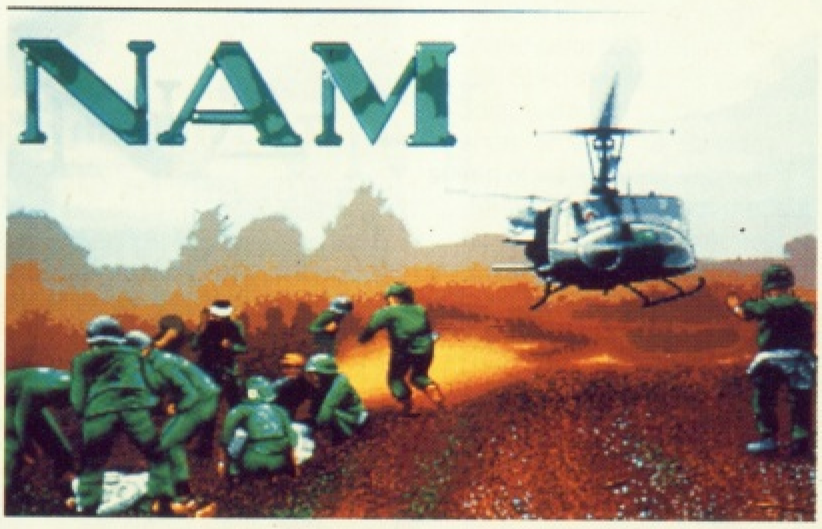


The American military divided Vietnam into four sections called Corps. This helped them to keep tighter control of their units and to plan the war out in stages.



Sending miltary and economic aid to South Vietnam is almost as important as sending troops.





Left: the New York Times keeps you posted on current events 'in country' as well as giving opinions on your decisions.
Far Left: 'Nam itself. This is where you run the war, controlling troop movements and strategies.

DOMARK £24.95

" Completely absorbing – wargamers will love it!! "

GRAPHICS	78%
SOUND	70%
LASTABILITY	90%
PLAYABILITY	88%
OVERALL	**90%**

VIETNAM THE LOST

Two million young Americans served in the paddyfields and jungles of Vietnam. It was a bloody war of high-tech savagery. Dan Slingsby reports





One of the bloodiest wars in modern military history cost the lives of 60,000 US troops and, more tragically, over one million Vietnamese. It was to last for more than a decade and wipe out a generation of young men. The average age of US troops in Vietnam was 19 years. Most were drafted into the army and had no interest in fighting a war 12,000 miles from home, in appaling conditions, bogged down against an enemy they rarely saw.

America's entanglement in Vietnam began in the mid-50s when France was fighting Ho Chi Minh's nationalist troops. At first the US sent military 'advisers' and equipment, but after the humiliating defeat of the French garrison at Dien Bien Phu, American involvement was stepped up to counter what they saw as the 'Red Threat'. President Kennedy was worried that if Vietnam fell to communism, then Laos, Cambodia and the rest of South East Asia would also follow suit.

The South Vietnamese government was a brutal regime with a corrupt administration and an incompetent army. But it was seen as an important bulwark against communist insurgency in the region. After two torpedo attacks on the US destroyer, Maddox, off the North Vietnam coast in 1964, the US administration, already spoiling for a fight, found the excuse they were looking for and passed an emergency resolution. The so-called Gulf of Tonkin resolution called for 'any necessary measures' to be taken against hostile forces in Vietnam.



WAR CRAZY Atrocities were committed by both sides. American search-and-destroy units often wiped out entire villages in an effort to deprive communist guerrillas of shelter and supplies. In one infamous incident, 216 woman and children were gunned down at My Lai by a platoon of US troops

The result was a systematic bombing campaign against North Vietnam, codenamed Rolling



CALLING CARDS Many army divisions had specially printed visiting cards which were left on victim's bodies. The forerunner to the calling cards of today's football thugs, typically sick messages ran: 'Congratulations, you have been killed courtesy of the 141st' and 'Call us for death and destruction, day or night'.

Thunder, which began in March 1965. Within days US troops had also stormed ashore at Dur Nang. Rolling Thunder attempted to bomb North Vietnam 'back to the stone age' and force the communists to negotiate for peace. Such a fierce campaign, however, only acted to stiffen the resolve of Ho Chi Minh and his followers in much the same way as the British reacted to Nazi bombing raids during the Blitz.

Despite America's overwhelming technological superiority and massive firepower, the troops on the ground took heavy casualties. The Viet Cong fought an effective guerilla war with well-planned attacks and were able to control many parts of countryside. Try as they might, the GIs could not secure some rural areas and VC units held positions only 20 miles from Saigon. To counter this threat the US defoliated vast tracks of countryside in an attempt to force 'Charlie' (the nickname given to VC by American soldiers) out of hiding. The forced relocation of peasants to specially built villages caused mass upheavels and resulted in 1$^1/_2$ million refugees.

The American military were severly restricted in the targets they could hit for fear of escalating the war. A naval blockade of North Vietnam would have curtailed supplies to VC units operating in the South, but it would also have forced China to enter the fray. Nuclear weapons were also ruled out. Apart from the ecological and political ramifications, the US didn't want another nuclear showdown with Russia after the disastrous Cuban Missile Crisis in the early sixties.

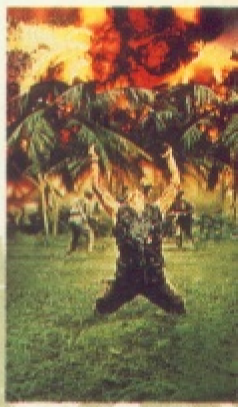


KU CHI TUNNEL One of the most astonishing achievements of the Vietnam War was the underground construction by the Viet Cong of a vast military complex beneath an American infantry base at Ku Chi. In all there were over 200 miles of passageways beneath the base. Bamboo poles were used to draw air from the surface and one entrance was located beneath a river so that Viet Cong had to dive 20 feet into the water in order to enter. The complex included mess halls, dormitories, armouries and even schools.

By 1967, the country had been turned into one vast military camp with over half-a-million US soldiers stationed there at a cost of 21/2 billion dollars a month. American casualties were running at 160 a week, with over 8,000 deaths a year. Many more were either injured or maimed for life.

In the same year, the Viet Cong started to infiltrate the cities and started a campaign of terrorist bomb attacks. The following year, on the 30th of January, the VC and North Vietnamese Army launched the Tet Offensive. Timed to coincide with the Vietnamese new year, over 100 towns and provincial cities were attacked. It caught the Americans completely off-guard. Even the US Embassy in Saigon was taken over for a short time by a suicide squad of well-trained VC.

Tet was a disaster for the Viet Cong. The US military produced a devastating counter attack and inflicted heavy VC casualties. In total they lost more than 50,000 men compared with combined US and South Vietnamese Army losses of 9,000. The Viet Cong were never again an effective fighting force, but Tet had brought into question the whole credibility of American involvement. Despite the vast commitment of men and nearly every non-nuclear resource available to them, including heavy artillery, B52 bombers, carrier based strike aircraft and helicopter gunships, American soldiers continued to be slaughtered and the body bags flown home. It was tp prove to be the beginning of the end for American involvement in 'Nam



Back home, a flourishing peace movement demanded an end to the conflict. The first major peace protest had been held as early as the Spring of 1965 when 25,000 people held a rally in Washington. In November of the same year, Norman Morrison burnt himself to death outside the Pentagon. Two weeks later, another protester turned himself into a human fireball outside the United Nations in New York. Protests spread and US flags were burnt in London, Berlin, and other major Western cities. At Kent State four students were shot dead during demonstrations and Jane Fonda provided a propaganda coup for North Vietnam when she visited their troops.



Television reports exaggerated every minor setback and American popular opinion slowly turned against the war. Desertions and combat refusals were now running alarmingly high and there ➤

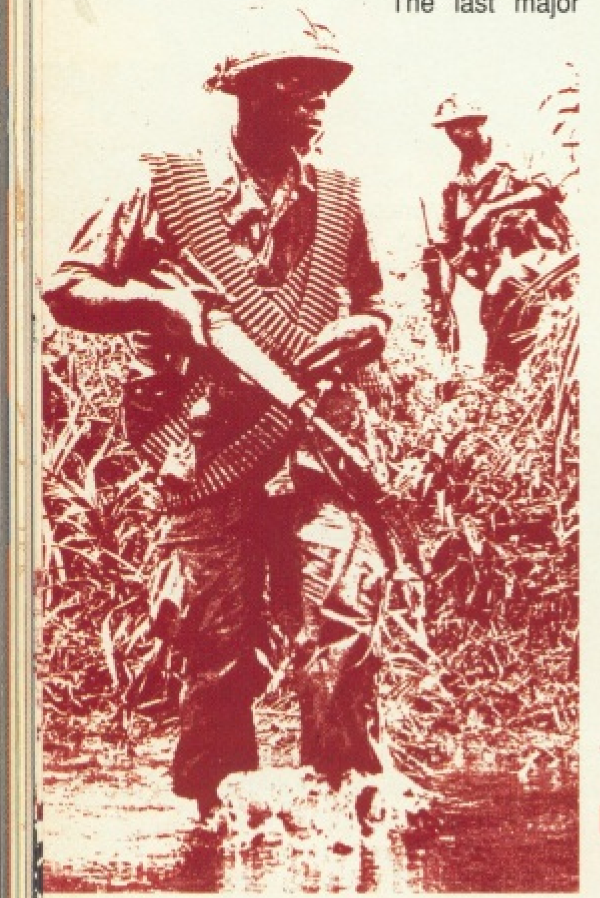
BOYS



THE LOST BOYS

➢ was widespread drug abuse among soldiers. Instances of 'fragging' – the killing of overzealous commanding officers by troops – increased dramatically and corruption was widespread.

The last major confrontation with enemy forces happened at Hamburger Hill where heavy losses were incurred by both sides. Faced with mounting public opposition, President Johnson turned down a request for 200,000 more troops to be sent to 'Nam in 1968. After Nixon became President he started a process of 'Vietnamisation' – the training up of the South Vietnam army to replace American troops. The Americans had never lost a war and their phased, if hasty, withdrawl left Saigon at the mercy of the North. By 1973 all American troops had left, and the South Vietnam Army could only hold out for another year and a half. On 28 of April, 1975, Saigon fell and Vietnam was united. The richest, most powerful and technologically advanced super-power in the world had been humiliated by a Third World country.





NIGHT LIGHTS As well as developing infra-red night sights for tanks and planes, the US also rigged up a system for illuminating the ground at night. Two banks of high-intensity arc lights were fixed to the underbelly of a USAF C-123 transport. Flying at 12,000 feet, the lamps provided constant light over an area two miles in diameter.

FUEL AIR EXPLOSIVES The war has become infamous for the saturation bombing of military and industrial targets in North Vietnam during the latter stages of the war. In total, three times the number of bombs dropped in the Second World War were used in bombing raids. A typical B52 bomber could carry up to 70,000lbs of bombs on any one mission. More fearsome, and equally as deadly, was the development of concentrated fuel air explosives. FAEs were dropped in clusters and discharged fuel in droplet form at approximately 1,000 feet. The cloud then exploded, burning up all the oxygen and choking anyone who was nearby. The blast from the bomb created a shock wave that would destroy everything in its wake.

HOME COMFORTS As well as being the best equipped army in living memory, the US troops were also the best fed. The usual field rations were replaced with hamburgers, ice cream and beer, with television, radio and air-conditioned cinemas on hand for off-duty soldiers. Because of the rotation of soldiers after serving one year tours of duty, more than 2 million Americans went through the Vietnam experience, and American money flooded into Saigon creating an R&R paradise.

VIETNAM
THE HELICOPTER WAR

Vietnam will be remembered primarily as a helicopter war. The many flexible uses of choppers played an important part in US military tactics.

Helicopters could be used for troop carrying, cargo lifting, and re-supplying inaccessible hill-tops. A CH-46 Sea Knight could carry an underslung load of 3,000 lbs of ammunition to besieged positions. An entire infantry battalion could be dropped by helicopter on villages.

The American helicopter lift capability allowed fast and flexible tactics to block likely enemy withdrawal or attack routes. However, this did not necessarily lead to success. The success rate of military operations was often pitifully low. A typical operation in 1965, involving heavy usage of helicopters ended in four Viet Cong fatalities and the capture of eight prisoners. Not exactly a great success to write home about.

The Huey - or Bell UH-1 Iroquois - remains the trademark of airmobile operations during the war. It arrived in the country in November 1962. By the end of the war it had been used for troop lifts, and as a 'Dustoff' – casualty evacuation. It could carry four M60 7.62-mm machine guns, a 40-mm grenade launcher, 48 2.75-in rockets, or an M22 guided missile. The Huey could lift up to 3,880 lbs of freight.

The HueyCobra had a six-barrelled minigun with 8,000 rounds of 7.62-mm ammunition, two 40-mm grenade launches and 78 2.75-in rockets.

The Huey was also used as a Tank Killer with the TOW (Tube-launchedOptically-tracked Weapon). The first helicoper-versus-tank action in history took place at Kontum City in 1972. Huge attacks by T-54 tanks were stopped by the ability of the helicopter to 'shoot and scoot'. This made it an extremely difficult target to attack. However, the use of helicopters could make little impression in guerrilla warfare, favoured by the Viet Cong, in thick jungle.

The Americans suffered great losses during combat. At Operation Lam Son 719, American pilots flew 160,000 sorties losing 107 helicopters. Among the helicopters shot down was one carrying the Life photographer Larry Burrows. He had covered Vietnam from the earliest days of US involvement and had hoped to do a picture story of the country at peace.

The huge anti-war demonstrations in the States were changing attitudes towards the conflict. The biggest protest involved 500,000 people marching on Washington. Because of these protests, it was prômised that land attacks in North Vietnam would cease. However, aircraft including 600 helicopters continued to cross the border to attack targets and lift troops. When they came under fire, they landed and fought from the ground.

Morale was so low amongst soldiers that helicopters were used to send in supplies of ice cream to raise spirits. Obviously, Washington had a no-expenses spared policy!

Things must have been getting very bad indeed. One American officer started hallucinating that he was in a Flash Gordon movie when he was frightened by gunfire from a landing helicopter!

The US evacuation of Saigon was the largest helicopter evacuation in US history, involving 70 helicopters. A great deal of waste was also involved in this operation. Huey helicopters were pushed into the sea to make way for other helicopters who were landing refugees onto ships.

However, the superior technology of the US was not lost on the Viet Cong. They began to use large numbers of helicopters to use tactics copied from US air mobility ideas to fight back for land which they felt was rightfully theirs.

Fiona Keating

TOP TEN 'NAM FILMS

- Apocalypse Now
- Deer Hunter
- Hamburger Hill
- Platoon
- Tour of Duty (TV series)
- Good Morning Vietnam
- Full Metal Jacket
- Boys in Company C
- Born on the Fourth of July
- Coming Home

TOP TEN 'NAM TRACKS

1. We got to get out - Eric Burden
2. Unknown soldier - Doors
3. The End - Doors
4. Machine gun - Jimi Hendrix
5. Fixin' to die - Country Joe & the Big Fish
6. Purple Haze - Jimi Hendrix
7. White rabbit - Jefferson Airplane
8. Wolly Bully - Sam the Sham
9. Paint it Black - The Rolling Stones
10. All along the watchtower - Bob Dylan



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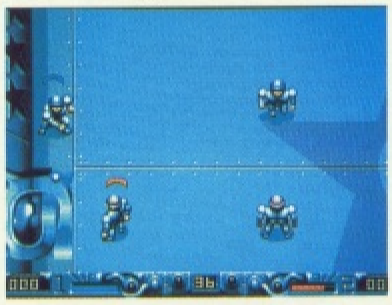




Victory is celebrated with a short tune and a case of alcho-tubes. Whilst defeat is depicted as a lone player with his head bowed.



Located at each end of the pitch are 'Electrofiers' and these power the ball up so that it stuns the opposition on contact.



Every machine has its classics. The Spectrum had *Knight Lore* and *Atic Atac*, the C64 had *Impossible Mission* and *Pitstop II*. As for the Amiga, what games can truly rank as the best the machine can produce? Obviously, there's *Kick Off II*, but apart from that? Well, *Speedball II* can definitely add itself to that much-revered list. Set two years after the events of the original game, *Speedball II* marks the comeback of the future's most popular sport. Due to falling viewing figures, the authorities took Speedball temporarily off the air, until a more violent alternative could be found. The result is a revamped version of the old favourite, with a larger playing area, faster action, and rougher players.

Taking the basic ideas behind *Speedball*, the near-legendary Bitmap Brothers have taken the best parts of the first game, and incorporated them with a whole host of new features for this long-awaited sequel. With the programming talents of Rob Trevellyan and graphics supplied by ex-Palace artist, Dan Malone, the result is far better than I ever expected. As well as introducing the ability to add specific talents and improvements to each of your team's players, you are also allowed to groom your team into champions by taking on a management mantle and buying and selling players or purchasing extra kit to raise their stamina or aggression levels. As can be expected for a novice, you begin the game in charge of the weakest team in the Speedball II league – Brutal Deluxe. This band of miscreants need a massive shake-up before they can be transformed into championship material, and you are placed as the man to do the job. Once the game has loaded, an option screen offers the choice of entering a league or a cup tournament, or to go straight into a one-off game. Once selected, the action then switches to the all-important arena where the match will begin.

It is here that you realise the extent to which this sequel has been improved. Whereas the first pitch was only three screens high and was scrolled vertically, the *Speedball II* arena spans roughly 6x2 screens, and boasts a number of new, improved features. Whilst the positioning of the goals hasn't changed and they are still located at each end of the pitch, each side is now cluttered with useful or bonus-giving gates and features. Kept over from the first game, the warp holes are back with a vengeance, with nearly three times as many as the first game. But the most impressive addition is a spiral channel which doubles the value of each of your goals every time the ball is thrown into it. Similarly, pinball-style coloured stars

SPEED

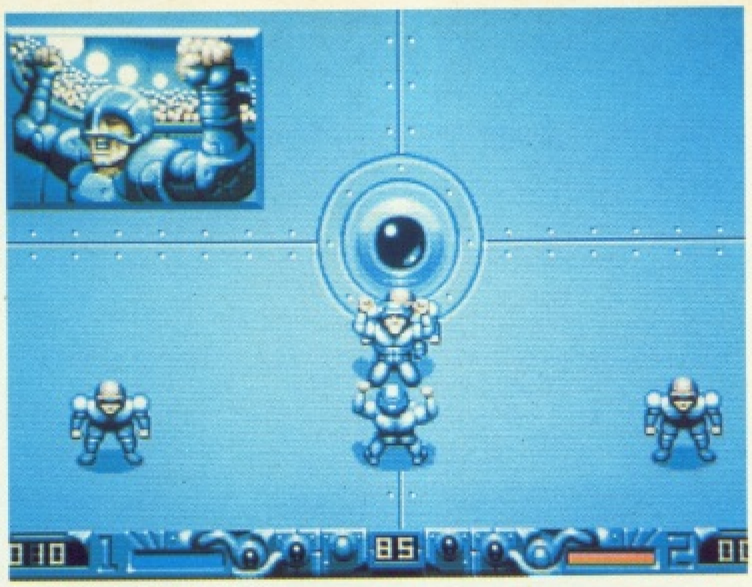


Before the game begins, you can buy additional kit to aid the players...



... but if they take too many hits and get injured, their stats are reduced.





SOUNDING OFF One of the most impressive features of Speedball II is its sound. When the game has loaded a suitably futuristic opening theme introduces the action. This was specially written for the Bitmaps by new group Nation 12 who comprise of John Foxx (of Ultravox fame), Tim Simenon (the brains behind Bomb The Bass), Chem (from Beats International), and Simon Rogers (who was with The Fall before charting again with E-Zee Posse). They got in touch via their Rhythm King links and Simon wrote the music before assembling the impressive group to put it all together. The finished tune was then coded by Richard Joseph who was also responsible for the brilliant sound effects. The Bitmaps had always intended to make the Amiga version of Speedball II better than its ST counterpart, and the addtion of various crashing, scraping and grunting samples (not to mention the sampled ice cream salesman), round off the game nicely. This isn't going to be a one off from Nation 12, though, as they may be producing the music for Renegade's (the Bitmaps' new label) Gods.

punctuate the walls and can be lit for even more bonus points. It would seem that, with all these additions lining the pitch, that the game would get unnecessarily complex. Somehow, though, they don't get in the way of the main action, but simply add a little extra spice to the actual game and prove essential for building up points in league games.

As well as the many pitch-based additions, the basic game is more violent, too. Each player has his own list of statistics and can withstand a number of knocks. However, as the match progresses and the players take more and more hits, their resistance is suitably depleted until they finally collapse and have to be stretchered off by two robotic physios. Likewise, all of the players now play more of a part in the matches, with the goalie being the most notable, and the control system has been refined to make passing and shooting even easier. The joystick's directional controls send the player nearest the ball running in the relevant direction, whilst the firebutton prompts a throw or a shot, the strength of which is determined by how long the firebutton is held down for. This system is one of the best I have ever encountered, in terms of both accuracy and efficiency, and is the icing on an already playable cake.

Summing up *Speedball II* is an almost impossible task. It retains the basic gameplay of the original, but expands on practically every part of it. The managerial side is easy to get into and the various stats of each player do actually make a difference to the gameplay. The new, enlarged pitch makes for a faster game which involves more passing and dodging skills, and the new pitch-side features add even more variety – as does the improved violence! In fact, there is absolutely nothing to fault in *Speedball II*, the people involved have produced a sequel which far exceeds any of my high expectations and, in the process, have created a game which is without a doubt a classic.

Steve Merrett

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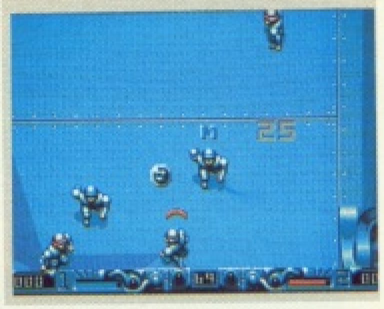
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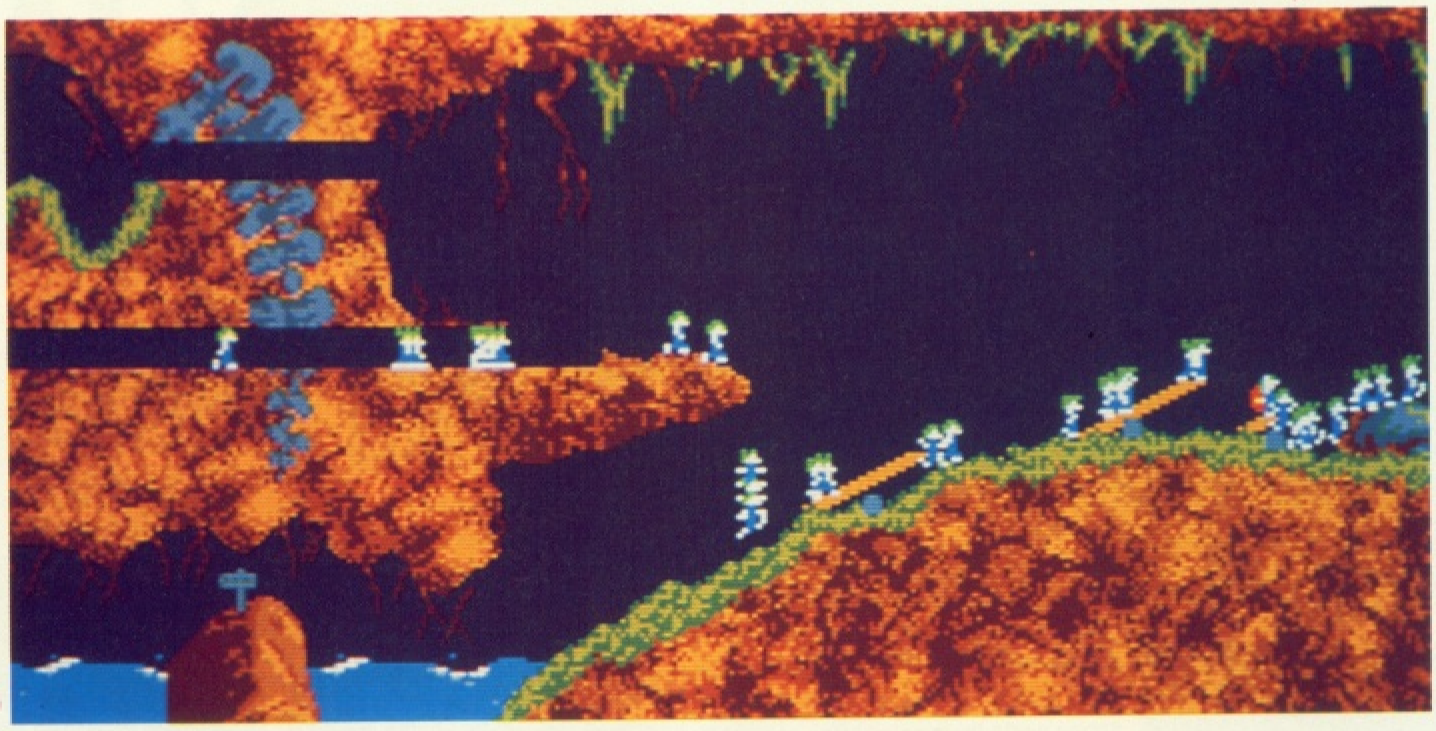
ICON DO THAT!

Speedball II boasts more tokens than its predecessor, and they appear randomly during play. There are two kinds of tokens to collect, and the first are cash bonuses which can be used to purchase extra kit during the intervals, whilst the assorted icons offer temporary powers such as these:

TIME OUT - Stops play, allowing you to make substitution.
GRAB - You are given automatic possession of the ball.
SLOW - Slows down your opponents.
MANIC - All players are given maximum attributes.
FREEZE - Renders the opposition paralysed.
REVERSE - Reverses your opponent's controls.
ZAP - Bowls over your opponents.
SHUT - Closes your goal for a while.
BOOST - Increases your energy level.
TRANSPORT - Gives the ball to the player nearest their goal.
SHIELD - Temporary protection from tackles.



BALL II



LEMMINGS

Lemmings could be the first surprise smash of 1991. With the minimum of hype, Psygnosis have released this incredibly original but visually so-so product – and now it's on the tips of everyone's tongues.

CU Amiga coverdisk owners were the first to be treated to its simple aim – save a hundred or so green-haired lemmings from their urge to suicide. The lemmings are – to put none too fine a point on it – a bit thick. They follow each other off ledges, through fire and into traps. Unsupervised lemmings will end up stone cold dead. This is where you come in, helping the lemmings in their hour of need by guiding them to safety.

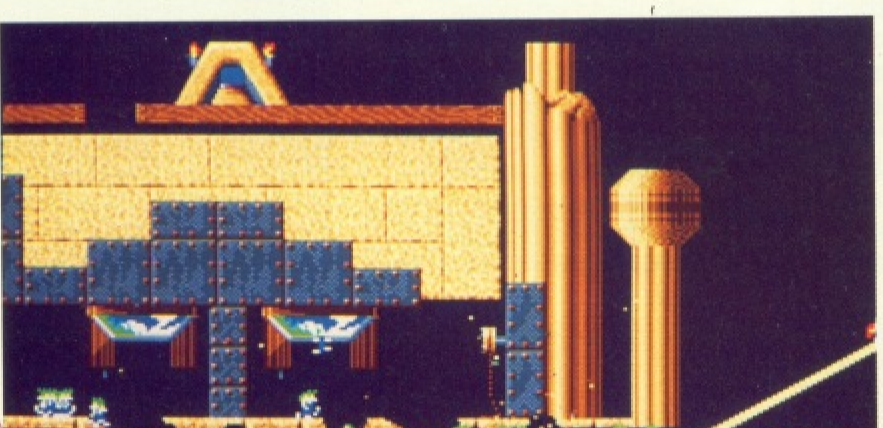
Each level contains two set features: the trap door where the lemmings fall into the screen, and the exit, where they get out. Between them lie every sort of pitfall imaginable – decapitators, lasers, fire pits, water pools (lemmings can't swim) and long drops to name but a few.

What makes the game doubly hard is the lack of a turn around option. A lemming will only backtrack if he hits a non harmful object. Most of the time a blocker needs to be used to prevent lemmings from plopping off ledges or into traps. The problem with blockers is that they can only be moved by tunnelling underneath them, or blowing them up which is usually the only feasible option.

At first glance an average level looks pretty simple; it's not until the first few lemmings drop onto the screen that the problems become apparent. Usually you're only given the types of lemmings necessary to complete a level, plus a few extra to play with. The fact that every level has a time limit doesn't help things. Even if you know how to complete a level it can still take several attempts before you complete it within the allotted time.

There are forty 2-player levels falling into three categories: race, which operates on the simple principle of 'first to get all lemmings past the post' wins ; head-to-head, which is similar to the race, except there's more room to knobble another player, and there's the occasional co-operative level, where both players have to help each other. The games remaining 120 stages(!) are split into three difficulty levels, which range from dead simple to extremely tough.

Although very small and



(*Left*) This tests your tunnelling and building skills. The task is to prevent the lemming diggers from tunnelling off the screen.



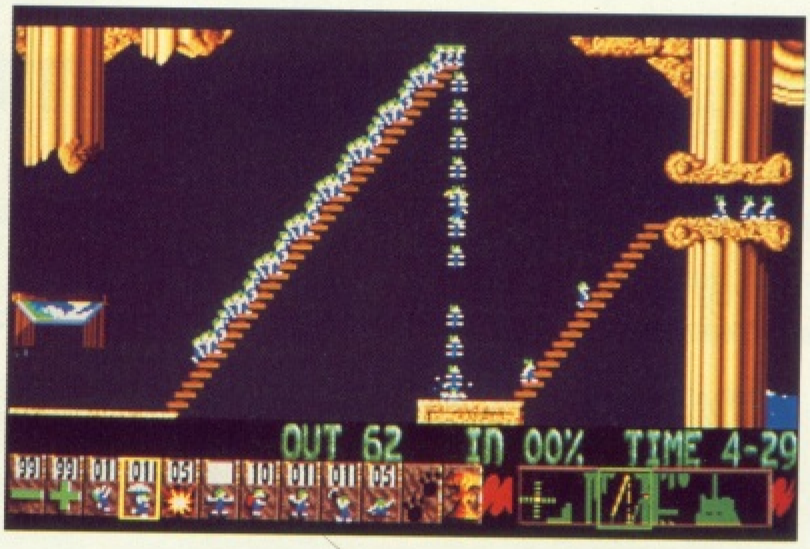
This isn't as hard as it looks. Dig straight down so that the lemmings fall down onto the rock. Use a miner on the right side to tunnel down at an angle.



Use well timed exploding lemmings to blow holes through the floor. Get the timing wrong and they'll end up in the fire.



(*Below*) Lemmings aren't naturally bouncy, so avoid long drops. Pause the game and scroll through the map so you can plan ahead.

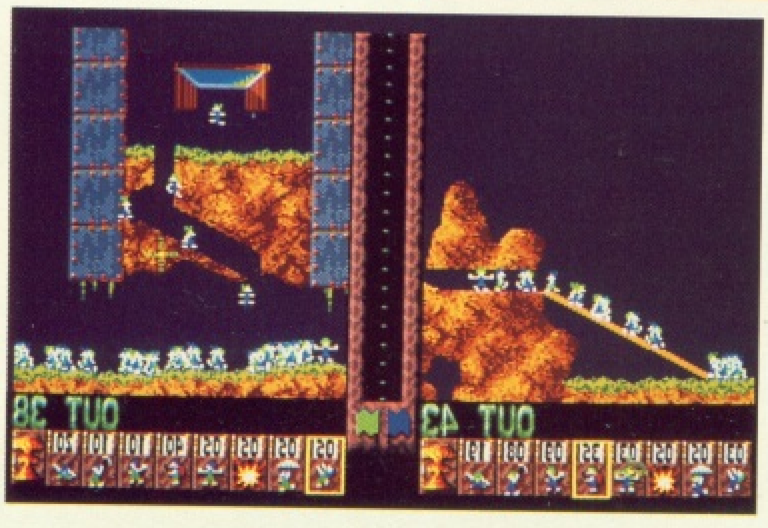


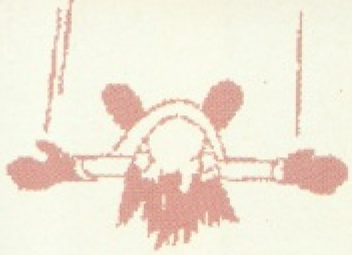
sparsely detailed, the graphics work very well with the gameplay. The animation on the lemmings is excellent, combining humour with clarity. A variety of weird tunes play throughout the game, the most bizarre being a mixture of 'here comes the bride' and 'how much is that doggie in the window'.

Lemmings is the perfect family game. The difficulty levels mean that it's playable by all ages, and once you've grasped the gameplay you can play it straight away. The only problem I came across was trying to select a particular lemming in a crowd of around a hundred – but chaos is half the fun with *Lemmings*. A truly excellent game.

THE CHARACTERS

A crack team of specialist lemmings are on hand to help. Icons representing each sort of lemming are set beneath the play area. Click on the type of your choice then on a lemming itself, and hey presto! a specialist. The first of these is the climber, which gives a lemming the ability to scale almost any object. Next is the floater, which equips a lemming with an umbrella that he can use to glide down to earth while his brothers go splat below him. Dyna-lemming comes next. Click on this, select a lemming and a five second countdown appears over his head. When the timer runs down the lemming gives you a despondent look, says "oh no!", then detonates, taking the surrounding scenery with him. There's a blocker lemming, used to hold up the advancing horde, but the most widely used lemming is the builder. He creates short bridges, spanning traps, holes and helping lemmings reach previously inaccessible heights. There are three types of digging lemmings: a horizontal tunneller, a miner who digs down at an angle, and the last one who digs vertically down. The final option is Armageddon, double click on this and every lemming is transformed into a time bomb.





(*Left*) It's a two player co-op level. To start with both players have to help each other get their lemmings down to earth, afterwards it's a complete free for all.

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GRAPHICS	78%
SOUND	81%
LASTABILITY	95%
PLAYABILITY	94%
OVERALL	**94%**

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W*arlock* is an updated and improved version of Firebird's old 64 game, *Druid*, with an extra eight levels tagged on as a bonus. The game's scenario tells of a terrible invasion which has polluted the once-peaceful land of Belorn. The four demons responsible for the bloodshed have holed themselves up in two towers and your bearded Druid... sorry, Warlock, has been sent to put an end to their tyrannical doings. The game opens with an attractive scrolling sequence, with the eponymous hero standing before two towers. These represent the two set of levels, with the smaller tower housing Druid's original eight levels, whilst the second comprises eight totally new stages. Once you have chosen which to enter, you are transported to the starting level.

The Warlock is joystick controlled and is initially armed with a limited supply of projectile spells. Punctuating the levels are a number of energy-sapping creatures and the Warlock's path is outlined by a series of maze-like walls which ensure that he doesn't wander off course. In addition, dotted at regular intervals within each level are a number of strange chests which, when opened, contain spells that are essential to completing the game. As well as extra fireballs and water bombs which can be used to see off the encroaching enemy, the Warlock can collect keys to open locked doors and chests, and protect himself with a faithful Golem (which can be controlled by a second player), and, most importantly, a Chaos Spell which is essential for killing the guardians. Completing a level is a matter of opening all the chests, fighting off the attacking horders, and eventually scraping through to the exit. Unfortunately, though, the enemy appear so frequently, that the game gets frustrating and the urge to explore is limited. If, however, you do make it through, you then encounter the aforementioned demons who must be killed with the powerful Chaos spell.

With graphics by Ian Harling and Gary Carr, *Warlock* is a pleasant looking game. The screen scrolls smoothly and the graphics are colourful without being too gaudy; yet because of their 8-bit origins they are far impressive. Likewise, whereas *Druid* impressed 64 gamers all those years ago, games have progressed a lot since then, and this updated version doesn't cut the mustard. The sixteen levels will last a long time, but due to the game's repetitive nature I doubt whether anyone will bother to play through them all. An average game, *Warlock* proves that the old ones aren't necessarily as good as we remember them to be.

Steve Merrett

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GRAPHICS	71%
SOUND	70%
LASTABILITY	71%
PLAYABILITY	64%
OVERALL	**72%**

WARLOCK



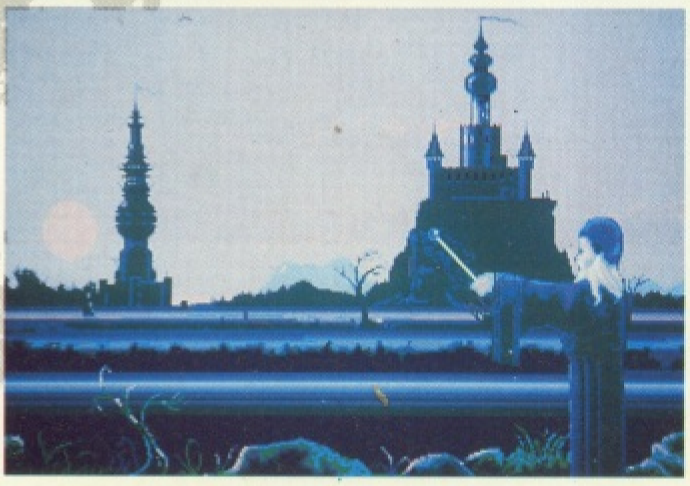


On opening a chest, you are offered a selection of wares to top up your spells and inventory. These range from projectiles to the important Chaos bombs.



Water is deadly to our bearded hero, so he must go out of his way to use bridges to cross the perilous streams.

(Above) The assorted spells are cast using the F keys, and the Golem is the most useful as he can be used as a hairy shield.
(Right) The Warlock stands before the two towers, and his staff is used to choose which to enter.



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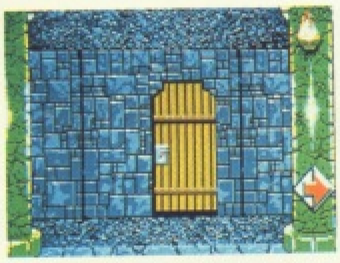
CU SCREEN STAR

Fans starved of RPGs at last can sigh with relief. From the sun-baked climes of California comes *Dragon Wars* from Interplay, the makers of *Neuromancer* and the *Bard's Tale* Series.

But this time round Interplay don't give players a choice of character class. Instead, there's five stats – Strength, Dexterity, Intelligence, Spirit and Power – plus fifty points to distribute between them. Pile points upon Strength, Dexterity and Power and you'll get a rough, tough fighter; go for Intelligence and Spirit for a magic user. It's always possible to try to balance the two styles, although you'll end up with a bit of a damp squib.



A difficult enemy can be disarmed. This causes him very little damage, but he will have to forfeit an attack to pick up his weapon. The disarm command is only useful when your party outnumbers the opposition.

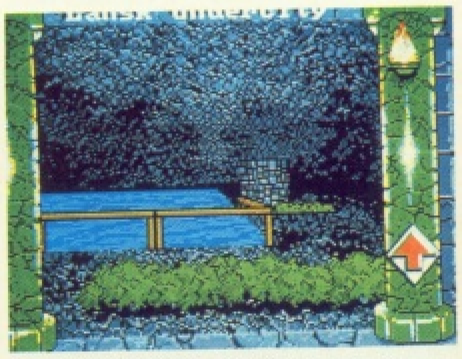


DRAGON *WARS*

Mark Patterson starts our RPG special with the latest release from the States



The title screen is accompanied by a very nice, suitably medieval, soundtrack. The artwork was provided by Boris Vallejo, one of the world's foremost fantasy artists. This is his first venture into computing.



Beneath Purgatory lies Lansk, a mysterious underworld where the adventure really begins. . . .

Points can also be spent acquiring some of the twenty six different skills for a character. These include lock picking, first aid, climbing and various weapon and magic skills. A system such as this can seem inflexible; there's over a hundred computer-controlled characters which would come in really handy if only you could select them.

The first location is the town of Purgatory. It's here that wizards are equipped with spells and fighters with weapons. There are few problems here for the experienced adventurer. Finding the portal to the next level is simple, although taking time to explore the whole town will yield many useful items that make the game easy on the next couple of levels.

Overall, the puzzles aren't as obscure as in previous Interplay products; so it's quite easy to progress through the first couple of levels. The only problems come from wandering monster groups, which are invariably stronger than your party when they're first encountered. Quite a few original enemy character classes have been introduced with bags of new tricks up their sleeves.

And a few original options have been included in the combat system, too. You get the chance to disarm opponents, strike them with a doubly-powerful blow (though this is less accurate) or block or dodge their attack.

But on the downside, the instruction manual suffers from an acute lack detail. For instance, the line "refer to command card" appears far too often. The command card is a small, eight page pamphlet detailing loading instructions and option keys, and it's not very enlightening. ➤



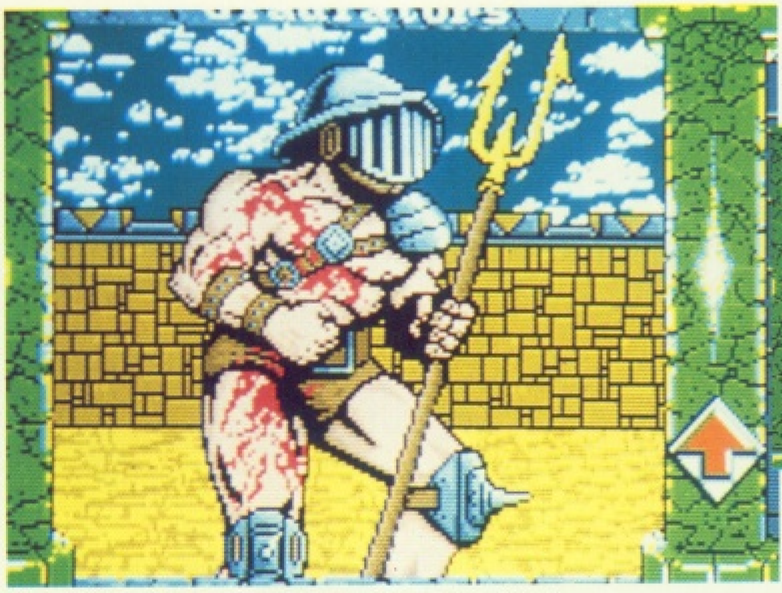
The statues, which a littered around, can supply clues about characters which appear later on in the game, some are worth investing thoroughly.

DRAGON WARS

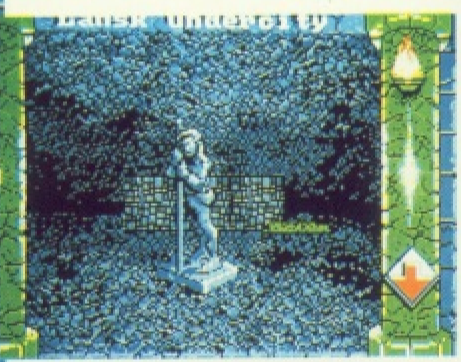
➢ Conquering the rudiments of the game play is the first big challenge. . .

Should you choose to listen to the music (which is rather nice), be prepared for a ridiculous amount of disk swapping, unless you have two drives. The scenery graphics are pretty much the norm for Interplay – a first-person, perspective window is used for navigation, showing walls and buildings. When you encounter an NPC (Non Player Character – computer controlled creature) an animated picture of it is called up in the navigation window, serving no other purpose than to let you know what your next victim looks like.

Dragon Wars is almost exactly what I was expecting. It's absorbing and well plotted, even if it does seem fairly dated. A lot of the routines have appeared in previous Interplay products, and although they're a hall mark of kinds, it would have been nice if they'd been brought up to date. A high class RPG nevertheless, with a few avoidable faults.



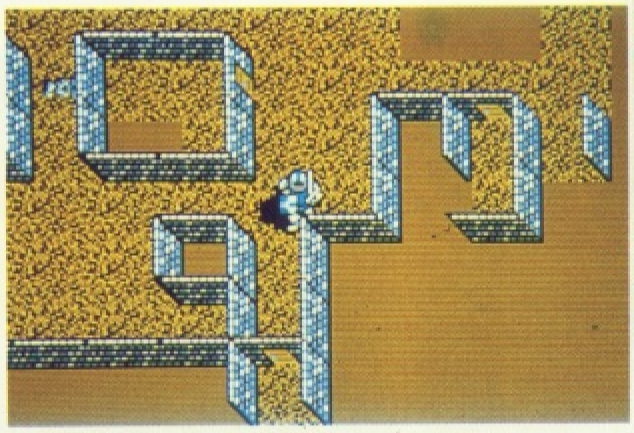
The stadium in Purgatory is a good place to pick up weapons. Be careful though, the gladiators can take a lot of damage.



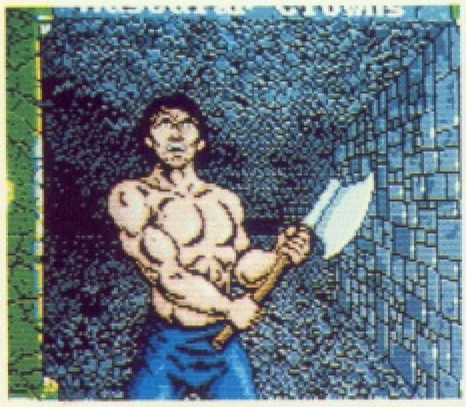
You can spot the scenic bits a mile off – unlike monsters who spring up at any time. . . .



Dilmun is another of the early provinces. It's best to build up experience points before progressing any further.



The auto map is incredibly useful. It saves time and eliminates the need for graph paper and biros. . . .



This dude is tough. Try using magic to defeat him.



The character graphics area excellent throughout, varying from province to province.

RPGese

Understanding RPG's can be very confusing for people unfamiliar with the game style. So here's a brief run down on some of the more common terms.

Strength – This determines the amount of additional damage a character can cause with a weapon. In some games you might also be required to use your strength to move objects.
Dexterity – Speed. The higher your character's dexterity the harder he is to hit, and the more chance he stands of walloping the bad guys.
Intelligence – Mainly for magicians. High intelligence is essential for spell casting.
Armour Class – Your defence rating.
Experience Points – Every time you win a battle or accomplish a task you usually receive experience points, which help make a character stronger.
NPC – Non Player Character. Any computer controlled being.
Hit Points – A character's health rating. If this falls to zero it's the end.

INTERPLAY/EA £24.95

" Superior RPG – even if it's a bit old fashioned "

GRAPHICS	72%
SOUND	82%
LASTABILITY	86%
PLAYABILITY	84%
OVERALL	**85%**

GAMES FOR CHAMELEONS

Day in day out, thousands of gamers spend time at their monitors trying to be someone else. Matt Regan gives a potted history of RPGs. . . .

Many people dream of being someone different: a barbarian hero, a space pilot, or an Indiana Jones-style adventurer. So when an American called Gary Gygax created a game that allowed people to play out their fantasies, it became an instant success. The game was, of course, Dungeons and Dragons, and soon a host of imitators appeared – but D&D, and Advanced D&D, have remained the most popular.

When the home computer boom occurred in the beginning of the 'eighties, RPG players used them as elaborate dice. The limited memory and capabilities of the early machines held back the possibility of computer RPGs. It wasn't until the second wave of machine (Commodore 64 and Spectrum, for example), and the increase of IBMs in American homes, that the potential could be tapped. Soon games such as *Wizardry*, *The Bard's Tale*, and *Ultima* appeared, beginning a deluge of RPGs.

THE AMERICAN CONNECTION

As noted above, America has been the most important source of RPGs during the 'eighties. *The Bard's Tale* series, by Electronic Arts, has sold hundreds of thousands of copies worldwide, and this year should see the release of *BT III* on the Amiga. The official *Dungeons and Dragons* games from SSI, distributed in this country by US Gold, have been consistently good sellers, and deservedly so. *Wizardry* has never been available for the Amiga, and *Ultima V* has been delayed for a long time now – although it should appear within the next couple of months.

Often these series allow players to transfer favourite characters from their predecessors, or from different series entirely. As the American market is dominated by IBM compatibles, the Amiga is considered less important. Delayed releases are common, such as the Amiga version of *Chaos Strikes Back*, which is finally available (see the exclusive in this issue). Still, gamers should feel grateful to the States for providing so many good RPGs!

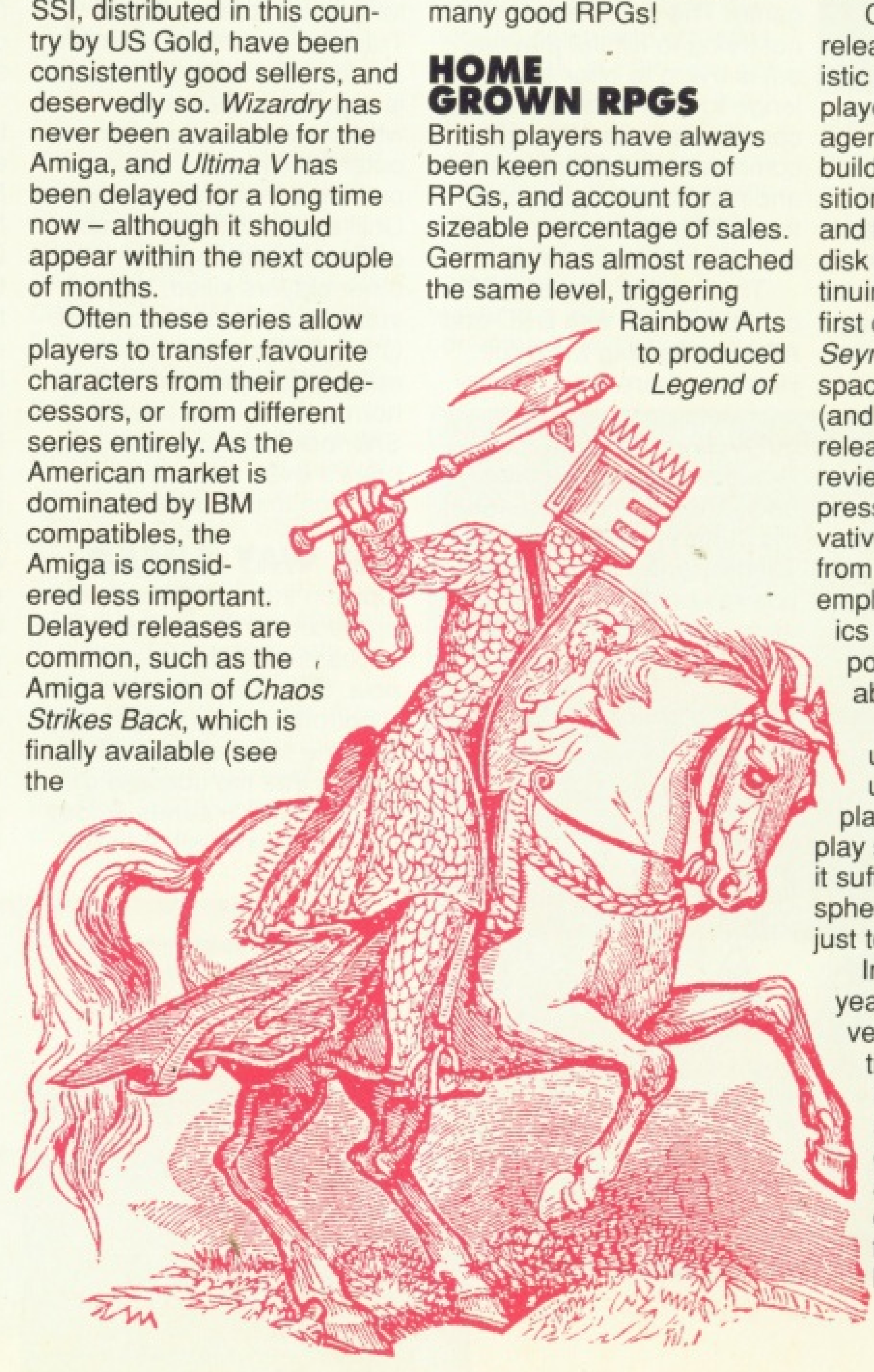
HOME GROWN RPGS

British players have always been keen consumers of RPGs, and account for a sizeable percentage of sales. Germany has almost reached the same level, triggering Rainbow Arts to produced *Legend of Faergail*, a *Bard's Tale* clone featuring improved graphics and sound.

Core Design last year released *Corporation*, a futuristic game that cast the player as a government agent infiltrating a company's building and faced with opposition from robots, holograms and horrific beasts. A mission disk has just appeared, continuing the story where the first one left off. *BSS Jane Seymour*, set aboard a huge spaceship full of mutated (and angry) creatures, was released by Gremlin to good reviews from the computer press – not least for its innovative combat system. *Elvira*, from Horrorsoft, placed its emphasis on stunning graphics and sounds, as well as poor double entendres about Elvira's bosom.

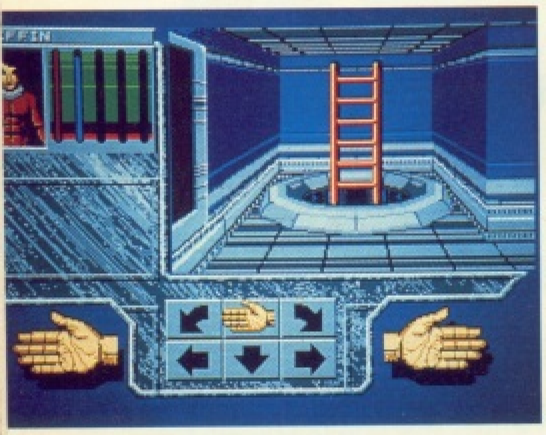
Mirrorsoft have given us *Bloodwych*, which is unique in allowing two players and two parties to play simultaneously, although it suffers from a lack of atmosphere – the dungeons are just too pretty and tidy!

Infogrames in France last year produced *Drakkhen*, a very interesting and attractive RPG with some bizarre sound effects. By showing the party of characters on screen and incorporating many other innovative features, it showed that RPGs do not have to be ➢

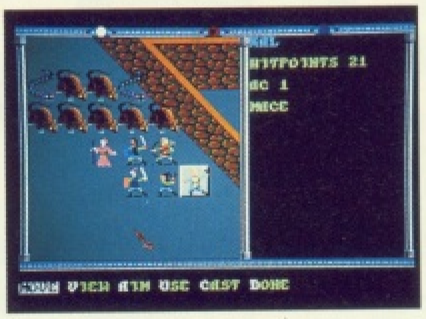












(Clockwise from far left) Graphical styles vary greatly: Xenomorph uses the Dungeon Master style, while Elvira alters the visuals to suit the situation. Champions of Krynn emphasises statistics.

GAMES FOR CHAMELEONS

➢ as derivative as they have been in the past – a message that's only just being heeded.

THE REAL THING

"Real" role playing games involve a number of people, each controlling a character, describing their character's actions to the game master or Dungeon master. He is the only person aware of everything going on in the game, and it's his responsibility to explain to the players what their characters can see and do, as well as implementing the rules.

Unlike virtually every other sort of game, RPGs contain no real winners and losers – simply keeping your character alive, and increasing his or her skills, is the aim of the game. The game master is not trying to kill the players, but is trying to offer a challenge to their characters that can be overcome through a combination of their physical and magical prowess, and their ability to think their way out of a problem or trap.

There are a host of RPGs on the market, with D&D and AD&D still ruling the roost. However there are so many rulebooks, compendiums and guides available that to collect the lot would set you back hundreds of pounds! At the other end of the scale, Tunnels and Trolls has only one rulebook, and relies on its sense of humour (the fireball spell is called "Take that you fiend"!).

Runequest has perhaps the most realistic combat system, and in the sci-fi field Traveller and MegaTraveller are the best sellers. Paranoia is also set in the future, where a malfunctioning computer believes it is god and punishes "heresy" with death. Unlike other RPGs, the aim of Paranoia is to get all the other players killed, leaving yourself as the sole survivor. Other RPGs cover a wide range of subjects, including horror, the middle ages and Sherlock Holmes – and there's even one called Bunnies and Burrows!

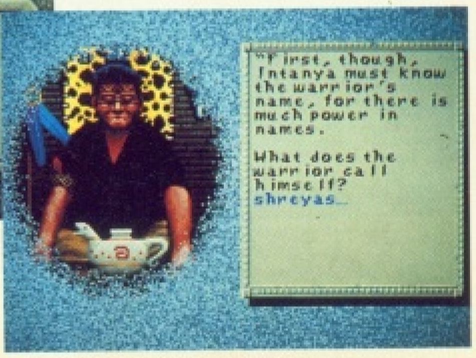
THE WAY AHEAD

Opinion through the software producers is divided as to the success of RPGs up until now. Simon Jeffrey at Electronic Arts is very happy with the sales of their RPGs, stating that the success of the Bards Tale series across the world "shows the huge popularity of the genre". US Gold, on the other hand, feel that the games "haven't received the attention they deserve", despite the strong sales of the SSI titles.

Mirrorsoft are pleased with the situation at the moment, as Dungeon Master and Bloodwych have proved to be two of their best sellers. Cathy Campos, Mirrorsoft's top PR person, can envisage the market increasing "to an extent", but not really challenging the dominance of the arcade titles in the charts. EA however can see a considerable increase in the sales of RPGs, as the Japanese influence takes hold; RPGs sell in enormous quantities there, even on consoles. EA also believe that the Amiga market will become more mature as younger gameplayers are enticed away to consoles.

The main stumbling block for RPGs is the amount of statistics used. This puts many people off, and until





The Origin series of games has taken a new turn with the release of Savage Empires.



Captive, a recent science fiction release, has become immensely popular in a very short time.





Dungeon Master is the king of RPGs, having a cataclysmic ending. Above , the heroes face Lord Chaos, Firestaff in hand; and right, the display for a character, showing his possessions and current condition.



this is overcome the systems will only appeal to the dedicated. Also RPGs need to include more character identification – Hound of Shadow attempted this (the type of person being played influences the actions that can be performed), but by and large it is ignored. Let's see some roles in role playing games!

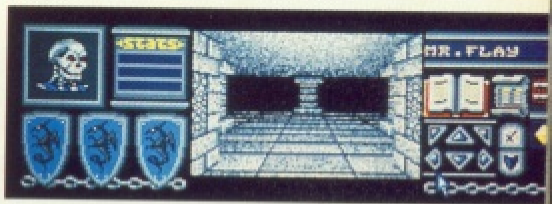
THE BEST OF THE BUNCH

Deciding what are the best RPGs on the Amiga is obviously a personal choice, but DUNGEON MASTER is surely the greatest. With its great graphics and incredibly atmospheric gameplay, it can take months to complete; and even then you'll probably have missed large sections of the complex. It requires one meg to run (as do many RPGs now), but it's well worth the investment. The sequel, Chaos Strikes Back, should be out now, and it continues to have the amazing playability of the original.

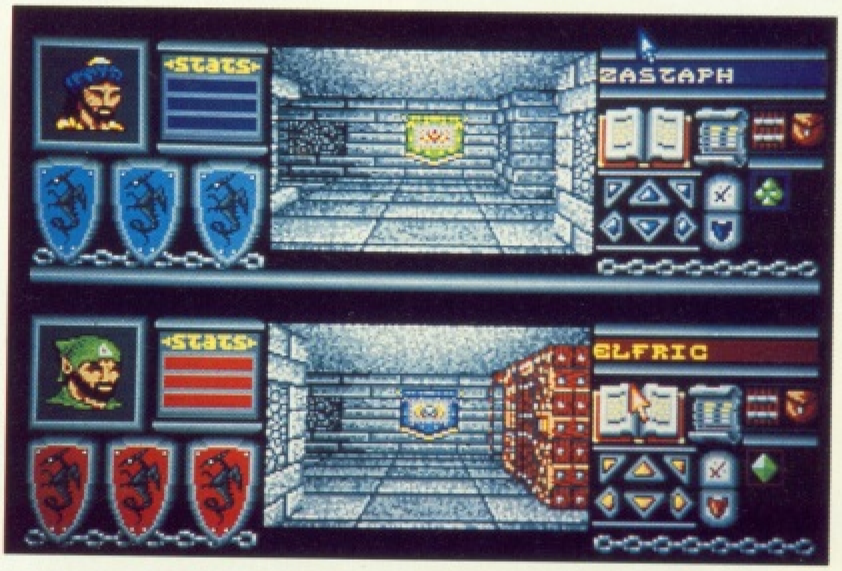
CHAMPIONS OF KRYNN is the best so far of the SSI games, although Curse of the Azure Bonds and Buck Rogers are of a high quality as well. ELVIRA offers graphics and sampled sound of a quality to match its gameplay, although it comes on an astounding five disks. BARD'S TALE II is still good, although the presentation is showing its age – the next in the series should correct this.

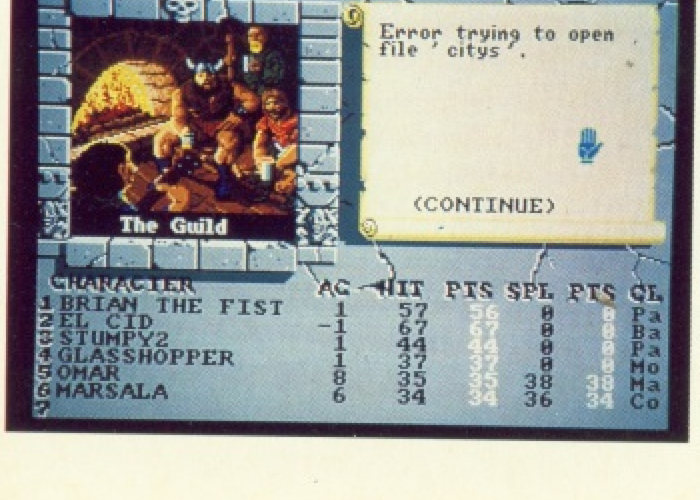
In the science fiction area, CORPORATION has a novel control system, but it is very difficult to master. BSS JANE SEYMOUR and XENOMORPH offer what amounts to Dungeon Master in space, both are hugely enjoyable with sufficient depth to provide a long-term challenge. BAT from Ubisoft is yet another approach to the idea, with the sort of strange flavour that only the French can produce.

In conclusion, the RPG is a rich style with games to suit nearly all tastes. Some get bogged down with statistics and figures, but the new generation of games have put the emphasis on graphics and playability without sacrificing depth. If you've never tried an RPG, you've been missing out on a style of game that can satisfy a player in a way an arcade-conversion never can.



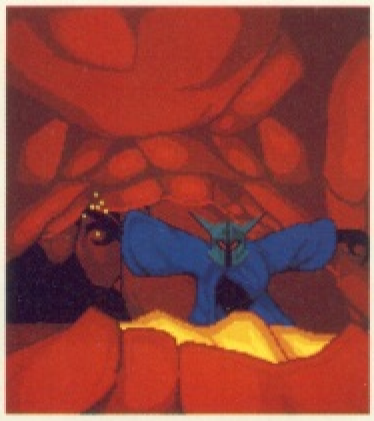
(Above and below) Bloodwych, from Mirrorsoft, is unique in allowing two players to adventure together. Above is the single view , while below the double screen is shown - which can make things a little cluttered!





The Bard's Tale series has seen a massive improvement from I to II . With a huge task spread over many cities and dungeons, Bard's Tale II seems somewhat aged now, although the third game in the series is due for release soon. Provided that the graphics and sound are improved and more varied, this could be a serious contender for all-time top RPG. Only time will tell!

CHAOS STRIKES BACK



Chaos forming the Corbum. This is the guy to be defeated (again!).

At long last it's here - the sequel to one of the greatest computer games ever made. *Dungeon Master*, released in 1988, has probably been the cause of more sales of upgrades than any other application or game, as it requires one meg to run (so does *Chaos*, therefore make sure you've got the RAM before buying).

Set over a year after the destruction of Lord Chaos, the heroes have relaxed, safe (the fools) in the knowledge that the Evil One has been eliminated. However Chaos had only been vanquished temporarily, and was busy planning his perverse revenge deep in Mount Anaias, collecting four chunks of Corbum and secreting them in his new complex of fiendish traps and puzzles, and then gathering hordes of bizarre and lethal monsters to populate it. The heroes decide to take up the challenge, and venture forth again to defeat Lord Chaos.

This is a stand-alone RPG, and doesn't need *Dungeon Master* to run – it's not a data disk as was originally planned. That granted, unless you've played *DM* for weeks on end there's little chance of surviving for more than a couple of minutes. The game doesn't forgive; it starts the party (who've been stripped of all their possessions) in a pitch-black room, surrounded by poisonous worms. And that's the easy part. The pregenerated characters don't really cut the mustard, so in effect you'll need a party that's beaten *DM* and contains a couple of Master-level wizards at least.

As well as the game disk, *CSB* comes with a utility disk that adds a great deal to the playability. It includes an introductory sequence showing Chaos creating his domain, and is a masterpiece of atmosphere – watch it before playing the game to help set the scene. The second function of the utility disk is to view and edit characters. Either *Chaos* or *Dungeon Master* characters can be

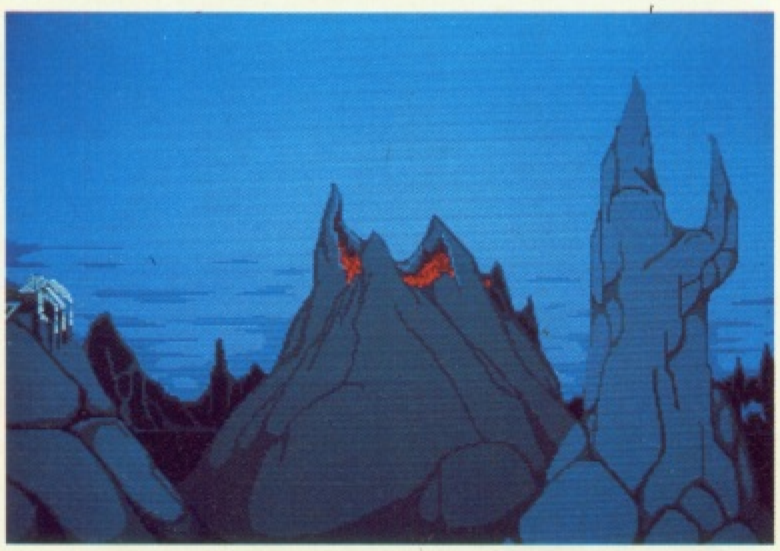




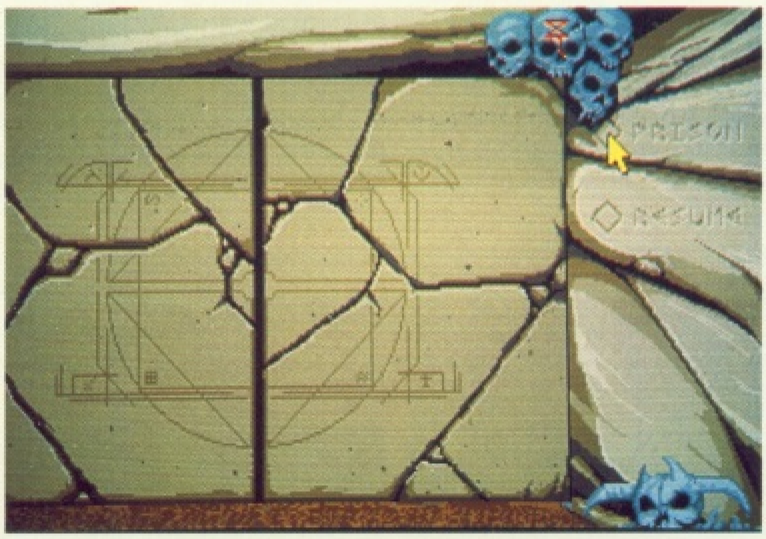
(Left and below) The atmospheric intro sequence shows Lord Chaos forming the Corbum in his lair at Mount Anaias. The dungeon creation is also shown to good effect.



The character editor in all its glory. Feel free to make your characters as silly as possible, as well as checking their stats.



The location of the quest: Mount Anaias. Ten levels of lethal dungeon are here, full of Chaos' minions and his fiendish traps and puzzles. It will take weeks – or perhaps months of adventuring – to complete.



This is the first graphic you'll come across in *Chaos Strikes Back*. Choose whether to load a saved game or examine the characters in the prison - there's a Master-level ninja to be found, but it's no easy task to track him down and release him.

used, and is a great aid to those who've finished *DM* so long ago they've forgotten their characters' capabilities.

The four party members can be called up for viewing, showing their statistics and levels. The portraits can be edited and even redrawn – embellishing your characters with silly details is good for a laugh. If copies of game saves are made, this function allows the player to restart the dungeon at an earlier place or right at the beginning if you've made a complete cock up.

The final feature of the utility disk is the hint oracle. This reads a saved-game disk, works out your location, and provides hints and clues to allow rebooting (*CSB* has *DM*'s notoriously long loading time). This feature luckily doesn't lend itself to abuse. And the game itself? Well, think of *Dungeon Master* and double it. Set over ten huge levels, it's no easy task to complete it, and the immense difficulty of the game prevents rushing through it. The monsters are a mixture of old and new, the additions including Munchers, which are three-headed flying poisonous creatures, and Hellhounds, fire breathing mutts that attack more than postmen. The puzzles too have been made more involved, allaying fears of repetition from the original. When *Chaos* was first released on the ST over a year ago, it received some flak for being little more than an expansion module - and therefore a con at the price. While there's some truth in this claim, the depth of playability and incredible atmosphere (the blood-curdling screams are still there) make the criticism rather redundant. After all, nobody accuses Lamborghini of producing yet another racing car, do they? Overall this is gameplay of the highest order, and the graphics and sound, while hardly breaking new ground, suit the game perfectly. So a big hurrah to FTL for making the game ,and a big boo-hiss to the same for taking so long with the Amiga version!

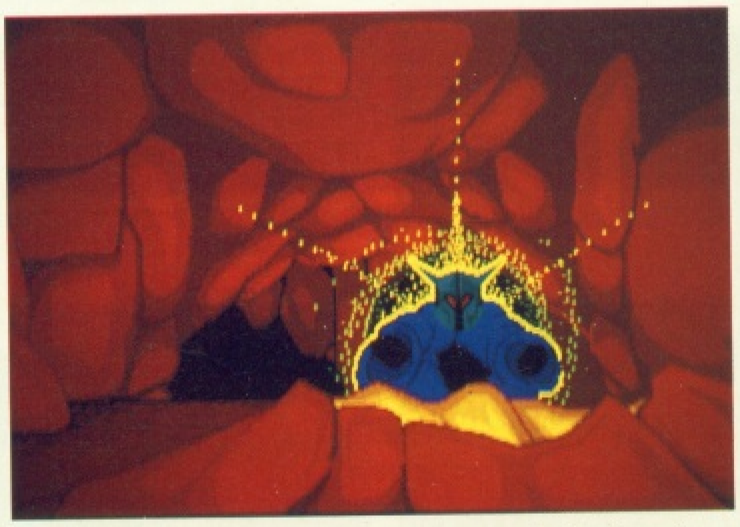
Matt Regan



An unwelcome face from the past! Not only are there many dragons in Chaos, but – beware – they're tougher too! Magic and use of tactics will help to avoid those lethal fireballs. . . . .

DUNGEON DELVING

It's the little extras that make this game such a joy to play. For example, when selecting champions in the prison it's possible to find a master-level ninja in a secret room; however he's guarded by a host of rock monsters! Other nasty surprises include the room containing a magnificent sword. Grabbing it has the unfortunate effect of releasing half a dozen Death Knights, and so it's bye bye to the party (the trick is to dispose of the Knights in their alcoves one by one). Another section, behind an easily-chopped wooden door, contains mummies. No problem, you cry, mummies are a cinch. Not when there are an infinite number of them, they're not! This game is not for wimps.



Undaunted but definitely annoyed at his defeat by the characters in Dungeon Master, Lord Chaos is even more powerful in the sequel - it'll take more than luck to win your way through.

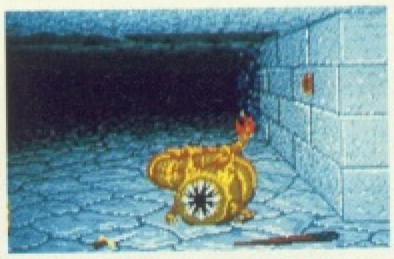
CU SCREEN STAR



Jeremy's in trouble, poisoned by a worm – and the party's got no potions!



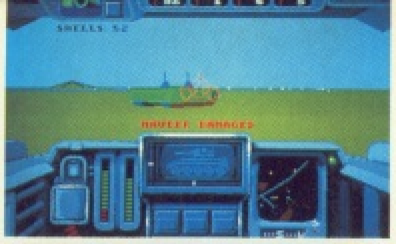
The selection screen in the utility disk, a welcome addition to the game.



FTL/MIRRORSOFT £24.95

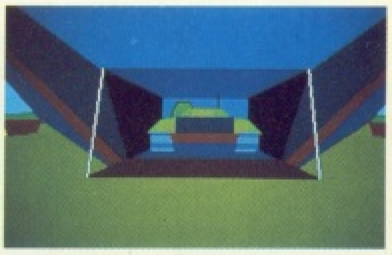
" Great sequel – brilliant for Role Playing gamers "

GRAPHICS	83%
SOUND	80%
LASTABILITY	90%
PLAYABILITY	92%
OVERALL	**90%**

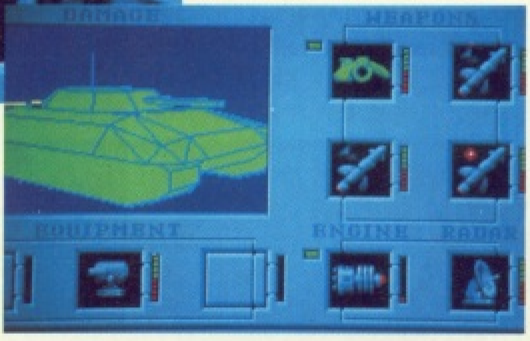


Below: An enemy fuel dump burns like a supernova after a direct hit from a Banshee missile.





Below: Tool up at the armoury, but don't expect everything to be in stock.



Following the bug-ridden *F-29 Retaliator*, Ocean are once more trying to prove their worth at flight sims with *Battle Command*. Hovering between shoot 'em up and sim, it's a tearaway game with plenty of action – but is it just a bit too complex for those who want to shoot and blast?

Set in the near future, the northern and southern armies are at war. Northern military command have given you a swanky new Mauler tank and orders to go behind enemy lines and cause as much trouble as possible.

BATTLE COMMAND

The Mauler is set to change the face of the war. It's heavily armoured, being able to withstand direct hits from enemy shells. In addition to the 105mm gun it carries, there's a variety of missiles, mortars and defensive gadgets to be bolted on, giving you a huge advantage on the battle field.

The game is split up into a series of progressively difficult missions, you can start on any mission, but it's advisable to work your way through them from the start, as extra weapons are only obtainable on completion of certain sections.

It's the missions that keep Battle Command's a cut above the rest. Instead of the standard go-to-position-X-and-destroy-everything-there type scenario you're called upon to rescue diplomats, recover downed satellites – but of course, quite a bit of mass destruction is still required.

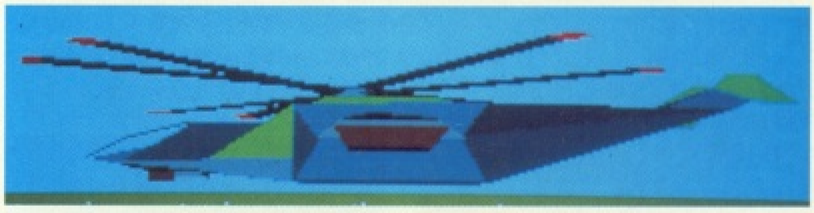
The graphics are very impressive, and so they should be. A decent amount of polygons are used on most objects, and they move fast. Enemy installations look very good, especially when they explode. The action rarely slows down, which is a credit to the game's programmers at Realtime Software.

With it's speed and varied action, *Battle Command* is a very good game, though slightly superficial. Don't expect a simulation, expect a fast, thinking man's shoot 'em up.

Mark Patterson

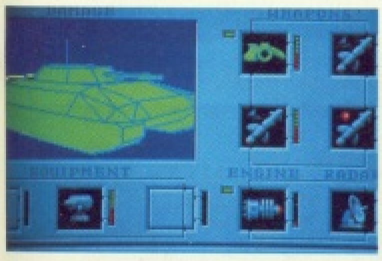
CONTROL

Control is mouse only, which may prove a problem for the average joystick toting shoot 'em up freak – but, in fact, it's easy. Push the mouse forward to accelerate, back to slow down and left and right to steer. The left mouse button fires weapons, and the right button gives you control of a cursor used to operate other features of the tank. The usual external views are included, though there's hardly enough time to look at them.





While conflict rages, effective lines of transport are essential. The drop ship will ferry vehicles. . . .



As soon as the game starts your thrown into the thick of the battle.



OCEAN £24.95

“Fast and furious blaster that calls for brainpower”

GRAPHICS	90%
SOUND	78%
LASTABILITY	86%
PLAYABILITY	82%

OVERALL 82%

STUN RUNNER

S*TUN Runner* is essentially futuristic bobsledding with bells on. The object is to pilot your STUN craft around 24 tracks without crashing or running out of time. The STUN craft is capable of reaching 900mph, though due to the game's lack of speed this effect is somewhat lost. Drone craft also race round the track, crashing into one slows you down and depletes your ship's shields. Each track must be completed within the allotted time, and there isn't much of a margin for error – for instance, track one is supposed to be the training level; but if you make one mistake, there's no way you can complete it. It's problems like these that severely damage the gameplay.

An average track is made up from two elements: roadways and tunnels. Roads are easy enough to negotiate, although they do occasionally narrow restricting movement and making life very difficult. Tunnels can cause all sorts of problems, too. To take a corner without slowing down you have to manoeuvre the STUN ship on the outer wall. This was tricky on the arcade machine as the higher the craft was on the tunnel wall. On the Amiga version, though, the STUN craft can quite happily sit halfway up a tunnel wall without causing you any problems.

The graphics inside the tunnel are very basic. The shading on the tunnel walls has been removed, so now it looks like you're flying through a tube of multi-coloured fruit Polos. Apart from that, the graphics for the opposing vehicles are as close to the original as you are likely to get. The main criticism regards the speed at



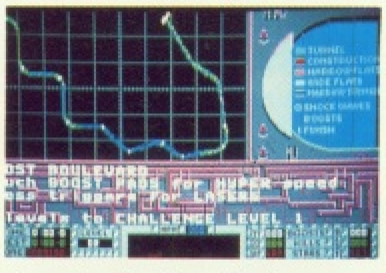
Follow the STUN Run on the inside curve. This should enable you to pick up speed and – quite literally – see light at the end of the tunnel. . . .

which the tunnels and roads come towards you. Speed is essential to this game, and it's sadly lacking on the Amiga version. There's no real reason why this version should run as slow as it does. Obviously, there's no way the Amiga can emulate the coin-op exactly; but it's a very capable machine and, when exploited to its full potential, has the speed, sound, multi tasking and graphics capabilities to give the 16-bit 'arcade quality' consoles a run for their money. This should have, and could have, been a far better conversion.Speedmongers, though, should try elsewhere.

DOMARK £24.95

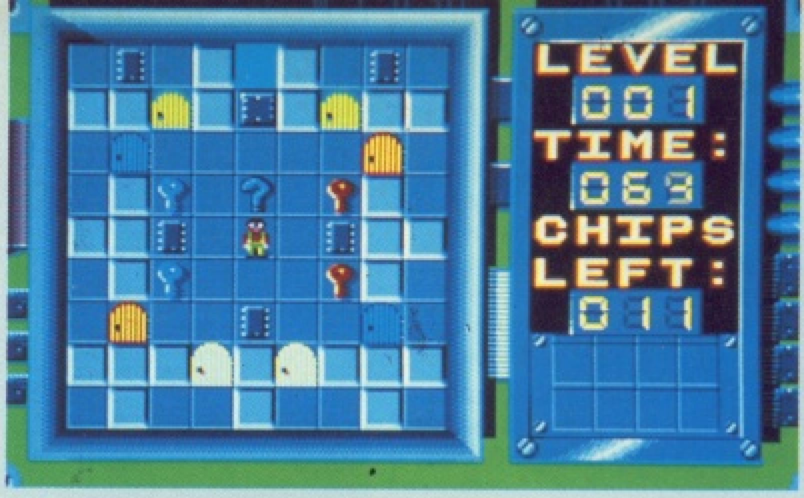
' Not one for the speed merchants among you '

GRAPHICS	70%
SOUND	75%
LASTABILITY	66%
PLAYABILITY	71%
OVERALL	**65%**

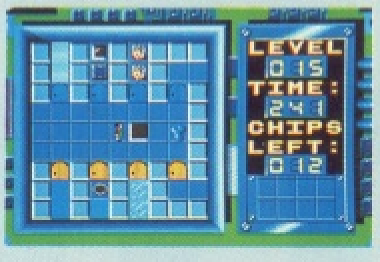


Occasional advice. Here's you what to do with the boost pads.

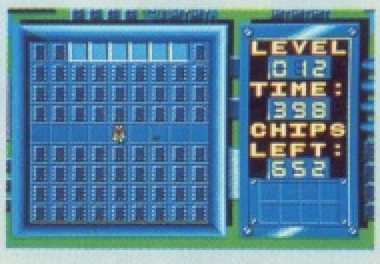




CHIP'S CHALLENGE



Learn from the first eight levels.



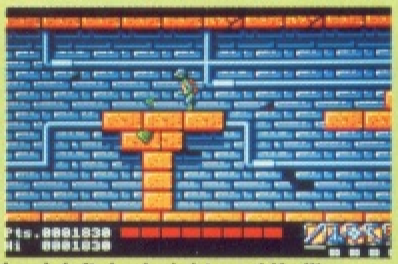
Contend with hidden puzzles.

Originally developed for Atari's Lynx hand-held machine, *Chip's Challenge* finally makes it onto the Amiga.

You take control of Chip, a nerdy-looking guy, who's besotted by Melinda, the Mental Marvell, and desperately wants to join her computer club, the Bit Busters. To do so, he's set the task of completing 144 levels of one of the most frustrating and addictive puzzle games to appear in recent months.

The play area is a maze-like arena in which our hero has to find and collect a num-

As predicted *TMNT* was released just before Christmas, taking the number one spot with, reputedly, over half a million copies sold on all formats. The UK version of the game is a slightly altered copy of the American game, which in turn is copied from the Nintendo release which was pretty good. The US Turtles was pretty abysmal, dogged with loading problems and game play faults while Nintendo's Turtles was fast and playable. Unfortunately, the Mirrorsoft's Turtles appears to have struck an unhappy balance between the two.



Look left, look right, and if all's clear you can jump and continue.

Based on the cartoon series, Shredder and the Foot Clan have captured April O'Neil, and it's down to the heroes in a soup bowl to rescue her.

Level one has the turtles searching sewers for April. The colour scheme here makes the turtles almost invisible.

The key to success is accurate timing. Once you're close enough to act do so. Fail, and you could be in trouble.



ber of computer chips before he can move on to the next level. It's not as simple as it sounds, however, as Chip also has to contend with hidden chips, spinning fireballs, bug-eyed monsters, tanks and rampaging sets of false teeth like the ones you can buy from a joke shop. If that wasn't enough, special keys have to be collected to enter doorways, and blocks have to be moved to cross rivers. There's also thieving bar stewards who'll nick all the chips you've collected so far. To make matters worse, there's also a time limit on each level.

The first eight levels act as tutorials and give an idea of what to expect in later sections. After completing each level, you're given a password to access the level later on if you want to skip those you've already completed. Even if you can't complete a level, don't worry! You'll be given the choice of playing the level later or skipping the level entirely and move on to the next challenge.

The puzzles start of easy, but get progressively harder. It may not look much from the screen shots, but the playability and addictiveness of the game more than compensates for the poor graphics and sound.



Don't worry. If this all looks too daunting you can skip a level and come back to it any time you want. . . .

US GOLD £24.95

"A bit of an eye sore but terrifically addictive. . . "

GRAPHICS	50%
SOUND	40%
LASTABILITY	75%
PLAYABILITY	88%
OVERALL	**79%**

TEENAGE MUTANT HERO TURTLES

Level two finds April held prisoner by Rock Steady, Shredder's right hand man. The next level changes slightly with the turtles swimming around searching for bombs.

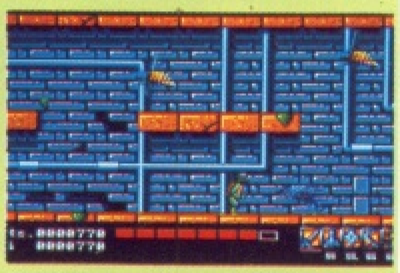
The scrolling and animation leaves a lot to be desired, as does the playability. Still, the controls work well, and it's easy to get into.

No doubt turtle fans will think that it's mega. However, more selective pizza freaks will see this for what it is, a pretty well average arcade game.

MIRRORSOFT £24.95

"Waiter, waiter, there's a fly in my turtle soup. . . "

GRAPHICS	64%
SOUND	69%
LASTABILITY	61%
PLAYABILITY	60%
OVERALL	**62%**



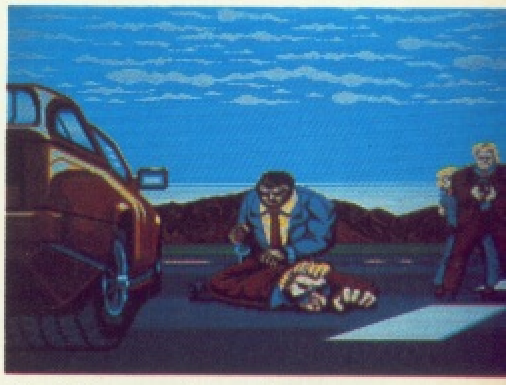
The green sprite's platform antics.



SPECIAL CRIMINAL INVESTIGATION



Although *Chase HQ* was a playable enough race game, it didn't really capture the atmosphere of the brilliant Taito coin-op. Graphically, it was adequate, but hardly close to the original, and it was also slightly too hard, making it nigh-on impossible to complete. The coin-op version of *SCI* boasted major improvements over the first game, with more varied action and the addition of weapons. With this conversion, - development team, ICE (who were behind the conversion of US Gold's *Turbo Outrun*), have included most of the improved features.



Book him, murder number one. . .



This 'copter's getting close. . . .

Once again, you step into the Gucci shoes of two of Miami's hottest cops, but this time you are cruising the streets for information regarding the whereabouts of the Mayor's kidnapped daughter. You start the game at your HQ and are briefed on what to expect. After that, you must burn up the city highways, avoiding other motorists, and attempting to reach the felon within the strict time-limit – using your limited supply of turbo boosters whenever time is running short. Once he is in sight, the crook's cover will be blown by a rather conspicuous arrow which hovers above him, so you must stay behind him and repeatedly shoot him until he pulls over. However, unlike in the first game, *SCI*'s villains fight back, and as you pursue them, you must avoid the crates and bullets that they throw at you and keep an eye out for the gun-toting bike riders that surround them.

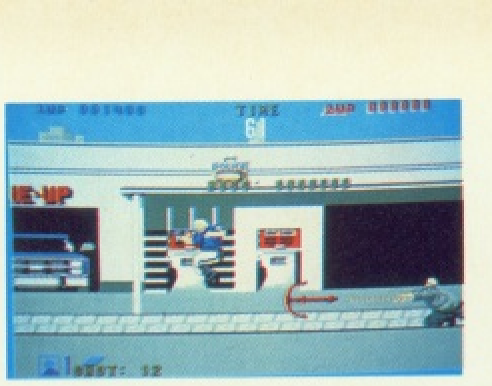
From the above description, it doesn't sound as if there is a lot of difference between *Chase* and its sequel, and that's a perfectly valid assumption. ICE have definitely written a better game, but it still doesn't convey the urgency that the coin-op did. Likewise, the graphics are a little on the dull side, with the main sprite reminding you of *Turbo Outrun,* and features very little in the way of animation, whilst the update of the road is far from impressive or smooth.

OCEAN £24.95

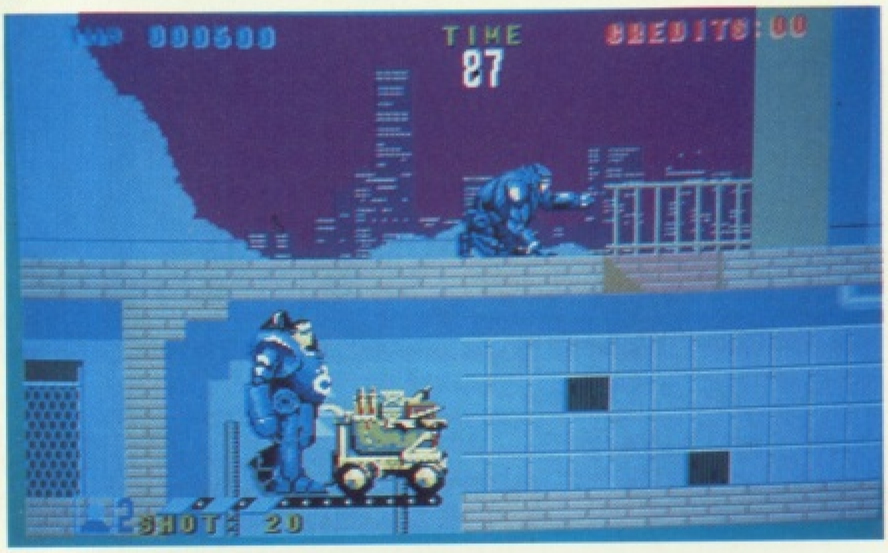
"OK for fans of the home version of Chase HQ"

GRAPHICS	68%
SOUND	70%
LASTABILITY	78%
PLAYABILITY	82%
OVERALL	**72%**

ESWAT



Defeat this anchor-swinging hood, and you become a fully paid up ESWAT cop.



After their superb conversion of *Line Of Fire*, *ESWAT* is a massive disappointment from U.S. Gold and its programmers, Creative Materials. Granted the coin-op was no great shakes, but this conversion captures very little of the original's fast pace and fast shoot 'em up action. Graphically, the whole thing looks fine, with the subdued colour scheme working nicely against the large and detailed sprites. However, once everything starts to move, and the sprites lumber around the screen jerkily, the whole effect is ruined, leaving only the limited gameplay to save the day. In case you aren't familiar with the coin-op, *ESWAT* is a split level shoot 'em up which draws ideas from *Rolling Thunder* and, more notably, *Dragon Ninja* (especially in its limited use of colour and sprites). You and a friend must punch, kick, and shoot your way through umpteen levels of criminal-filled horizontally-scrolling stages until you reach the crimelord at the end of the level. Each master crook must be felled with repeated shots or blows, and when he eventually dies you gain access to the following stage.

You start the game armed with a gun and a limited supply of ammunition. However, after three successful collars, you attain the much-coveted rank of an *ESWAT* cop, and a special armoured suit which protects you from the enemy flak. On the downside, through, the suit's gun eats your ammo at three times the normal speed, so extra caches must be collected along the way. To begin with, *ESWAT* is a playable little number, but its appeal soon wanes due to the repetitive nature of the gameplay, and the slow response of your characters. In addition, these awkward controls allow too many annoying grumbles to enter an already flawed game, ensuring that *ESWAT* is best left alone.



Above and Left: You are briefed on each crook before the level, but before you get to meet them for a face off, you must make your way through their lair.



Three felons must be apprehended to pass the initiation test, and these range from a Karnov-style fire breather to a dangerous hostage situation.

U.S. GOLD £24.95

"A massive disappointment, best to steer clear of this"

GRAPHICS	63%
SOUND	70%
LASTABILITY	56%
PLAYABILITY	69%
OVERALL	**51%**

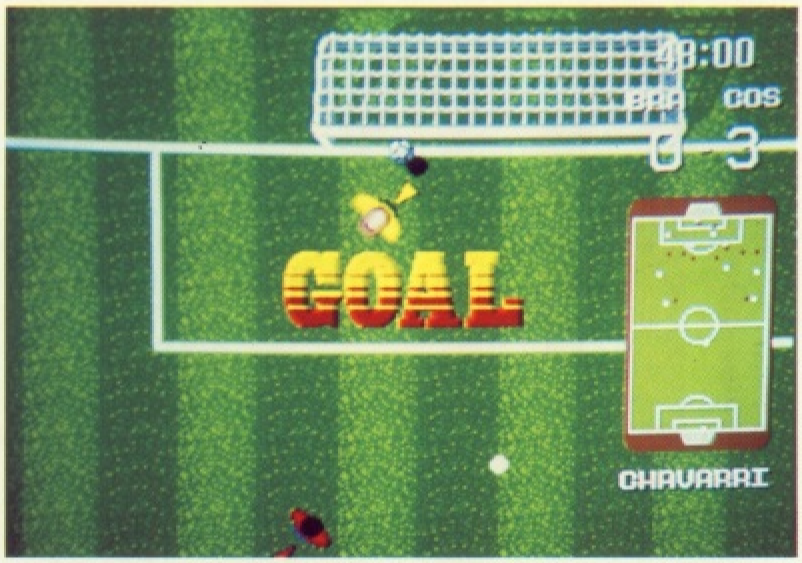
WORLD CHAMPIONSHIP SOCCER



Whenever the action heads towards the goal, control is swapped over to the goalie – albeit normally too late!

After a quiet spell, Elite return with another entrant to the footy genre. Converted from the MegaDrive, *World Championship Soccer* uses the usual overhead view to depict the action, and sports massive sprites similar to those in Activision's appalling *Fighting Soccer* – unfortunately, though, Elite's *Soccer* plays and looks every bit as badly as Activision's toady. The game opens with a menu system that allows you to choose which team you wish to guide to glory and who you want in your team. Each player and team has a number of statistics relevant to certain skills, and these must be placed in order of preference to create a balanced team. Once selected, the game begins.

As mentioned, the game uses an overhead view, and the match is played on an eight-way-scrolling pitch. You are given control over the player nearest the ball, and via a combination of the joystick's directional controls



Left: It's there! After giving 110% Costa Rica stun the crowd by putting a third past Brazil.



Before the action begins you are offered a choice of which team to guide to victory. This also acts as a difficulty level, as leading the Arab Emirates to victory against the likes of Brazil is far from easy.



Each player has four characteristics which should be balanced out amongst the team. Kicking, tackling, aggression, and shooting abilities are the skills on offer, and should be used wisely.



A variety of kicks are on offer, ranging from passes to overhead shots, and all are accessed via the joystick and the firebutton, although it sounds simpler than it is!

and the firebutton, a variety of shots and passes can be accessed. In theory, this system should make for a fast and playable game, but the controls over the players are so finicky and annoying that any speed is lost as soon as a player comes into contact with the ball. After being spoilt by *Kick Off* and its sequel, reverting to the primitive 'Super Glue' ball (ie: it sticks to your player's foot the moment he touches it), was a real nuisance. Similarly, another annoying fault is the goalie. Whenever the opposing team makes a break for your goal, control doesn't swap to the goalie until it is too late, resulting in the other team scoring nearly every time. Needless to say, compared to *Kick Off* and most of the others in the genre, *World Championship Soccer* is non-league fodder, best left relegated to the software shop's shelves.

ELITE £24.95

"Abysmal soccer action with absolutely nothing to save it"

GRAPHICS	63%
SOUND	56%
LASTABILITY	43%
PLAYABILITY	49%

OVERALL 41%

THE ULTIMATE RIDE

In the past, Chris Gray was responsible for what must rank as an all-time classic – the C64 version of *Boulderdash*. Since then, he has formed his own development house, Gray Matter, who consequently brought us *Fiendish Freddy's Big Top 'O' Fun* which took a number of 'events' and sported some of the best graphics ever to grace our beloved machines. And whilst we wait for news on a sequel to *Freddy*, Gray Matter and Mindscape attempt to bridge the gap with a motorbike sim which boasts practically everything a biker could want – except flies between the teeth.



After skipping copious options which allow you to choose your bike and select your racing circumstances, you finally enter the actual game itself. Believe it or not, the Amiga hasn't seen a bike game since *Super Hang-On*, and plans for an Amiga conversion of Digital Integration's *TT Racer* seem to have fallen by the wayside. *The Ultimate Ride* looks and plays like Digital's 8-bit classic, but it has to be said that it isn't without a few annoying gripes. For instance, whilst manual controls, such as gear changes are easily enough, controlling the bike itself is over-precise and far too responsive – in fact, I defy anyone who wants a burst of speed not to career straight off the road. Granted, this is true of the real thing, but I feel that the game should have made the bike slightly more controllable.

To be honest, there's not a great deal to say about *The Ultimate Ride*. Bike fans should enjoy its authentic controls and attention to detail, but, as with most race games, it can get very tedious whizzing around the same tracks time after time. An attempt to relieve this comes in the form of a few humorous interludes but, overall, *The Ultimate Ride* is a passable race game that fails to capture the imagination.

MINDSCAPE £24.95

"Routine bike game, with a few nice touches. . . ."

GRAPHICS	68%
SOUND	70%
LASTABILITY	73%
PLAYABILITY	67%

OVERALL 72%

VFM

Money too tight to mention? Bank balance edging further into the red? Fear not! Value For Money takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

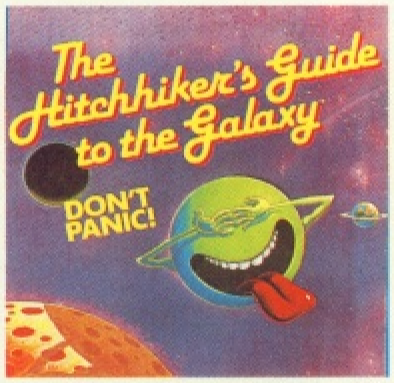
HITCH HIKER'S GUIDE TO THE GALAXY

Mastertronic have recently re-released five Infocom classics at the to-good-to-miss price of only £9.99. All the titles are text-based adventures (ie. no graphics), but are worth a look all the same. The *Hitch Hiker*'s game was written by Douglas Adams, author of the original series of books, and is definitely the best of the bunch. The plot follows the book quite closely at first with Arthur's home being demolished and the Vogon Construction Fleet blowing up the Earth to make way for a hyperspatial bypass. However, later on, the game diverges wildly from the original novel and becomes increasingly bizarre, but great fun.

Commands are simple and easy to pick up thanks to a user-friendly parser. Pertinent information is given on the surrounding area and then it's up to you to key in questions and actions to interact with the environment.

The lack of the Hint option (only available on the PC versions) may frustrate some people, but it does stop the player from seeing too much – and ruining his or her enjoyment of the game. Those who have read the books or seen the series have a slight advantage, especially in the early part of the adventure, but the game makes sure that logic and imagination are rewarded – not just a good memory. It's a very humorous adventure, with all the characters from the books making an appearance. You play Arthur Dent as he travels the universe armed with a towel and the all-important Hitch Hiker's Guide to the Galaxy. Great to play while quaffing a couple of Pan Galactic Gargle Blasters!

INFOCOM/ MASTERTRONICS £9.99
OUT NOW 91%



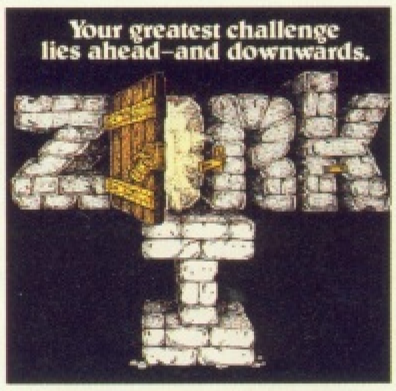
16-BIT HIT MACHINE

Last year saw something of a revival for Sheffield-based Gremlin, and this compilation contains four of their best recent releases. *Skidz* is a one-player collect 'em up with a BMX or skateboard-riding dude on a 'Keep Britain Tidy' campaign and is still as playable today as it was when released. Backing it up is *Switchblade*, Core's superb arcade adventure which is in the style of those ropey old Battle Of The Planets cartoons, but sports a massive and addictive game task. Rounding off the compilation are *Supercars* and *Axel's Magic Hammer*. The former is probably the best *Super Spring* variant to hit the Amiga, whilst the second is a dull platform romp along the lines of *Super Mario Bros*. In all, a worthwhile compilation which contains a cross selection of playable – if not particularly brilliant – games, for a reasonable price

GREMLIN £24.99 OUT NOW 85%



Supercars and *Skidz* – two of the great games on Gremlin's new compilation.



The best fantasy text adventure series gets a new lease of life thanks to Virgin Mastertronic.

ZORK I

This is the game that started it all: *Zork* is considered the best fantasy text-adventure series ever, and with good reason. Set among the ruins of a past civilisation, the first major task is to locate the entrance to the caverns, which may cause problems for novices – but with exploration, and help from a little birdie, the underground passages should reveal themselves.

The parser can cope with most requests, providing it recognises the syntax being used. For example, 'go down hole' won't work; 'go in hole' or simply 'down' are the requests the parser understands. A status line at the top of the screen shows the current location, score, and number of moves made. When asked, the game will give the player a rating – which can be quite humiliating!

Although not too challenging, *Zork* is well-written and fun, making it a good choice for the less experienced adventurer. The lack of graphics might make some people wary of this game, but the text provides plenty of atmosphere – and the price makes it irresistible. Well worth a tenner if you like adventures – or fancy trying one.

INFOCOM/MASTERTRONIC £9.99
OUT NOW 86%

IN ACTION COMPILATION

This compilation features four previous releases from the Accolade stable.

4th & Inches is (obviously) an American Football game, viewed from the side. Playing against the computer or a human opponent, offensive or defensive plays are selected, and require study to master – unless you know the difference between a short hook and a mid dog! All the players have stats, showing their strengths and weaknesses. Field goals, punts, and sacks are all represented, and the manual describes the best tactics for various situations. Unfortunately the tiny sprites and small pitch area destroys the sense of atmosphere that's so crucial with this colourful sport.

Grand Prix Circuit is a Formula 1 simulation, putting you literally in the driving seat. The level of realism can be set from rookie to professional, and even the cars are selectable – Williams, Ferrari, and McLaren are all there.

Choosing practice allows you to get the feel of the circuits before attempting to qualify. Once this is achieved, it's on to the race proper: either a single race or the entire season, comprised of eight tracks. Pit stops are important when the damage indicator gets too high. Colliding with other cars is very likely, as they veer over the track like there's no tomorrow – luckily the rear view mirrors help to avoid being knocked out of the running.

Grand Prix Circuit is easily the best game in the compilation.

Fast Break, a basketball game, presents the player(s) with scouting reports and statistics to help choose team members. The bottom of the screen shows which team and player controls the ball, as well as the time and score. Dribbling is automatic when a player is in possession, and a ball can be passed by turning a player to face a teammate and pressing the fire button. Shooting is a more complicated process. Hold down the fire button to make the player jump up for a shot; release it to make the player place the ball in the basket.

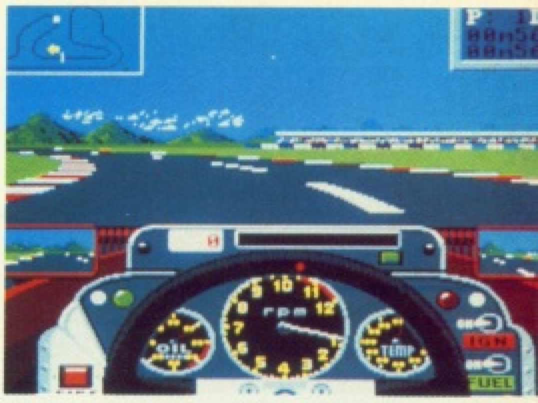
Only half the court is shown at a time, with a slow and clumsy switch taking place when the ball travels out of the area. The sprites are primitive and the overall feel of the game is disappointing.

Blue Angels is a flight simulator based on the famous American display team. This has its own manual, and needs it – it's quite involved. Options provide the player with various stunts to perform and practice sessions. The planes can be viewed from inside the cockpit, the ground, or in tracking mode and the cockpit display shows co-ordinates and radar layouts, and after the flight, statistics appear to show how accurately the path was followed.

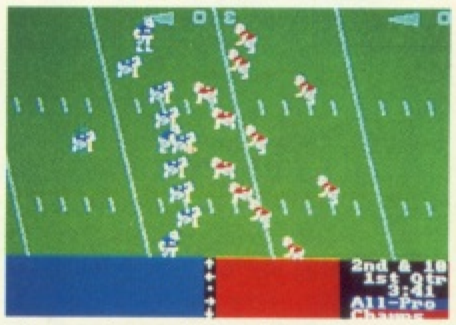
It's a very dry game with no real sense of excitement. This is a criticism of the compilation as a whole. Still, it's certainly value for money – *Grand Prix Circuit* alone is almost worth the asking price.

ACCOLADE £29.99
OUT NOW 77%

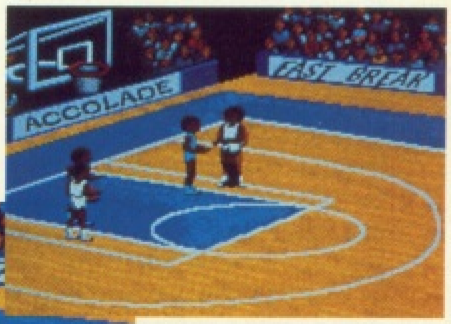




Get behind the wheel of a top Formula 1 racing car and hit the accelerator in *Grand Prix Circuit.*



Choose from a wide variety of plays to score a touchdown with *4th & Inches.*





Tie up your designer trainers and get to grips with *Fast Break*, a basketball game that doesn't live up to its name.



There's plenty of red herrings in *Wishbringer*, which transports a town's postie into a nightmare world of trolls, piranhas, vultures and ghosts. You must find the princess and the black cat to escape – but where are they?

WISHBRINGER

Delivering the post is traditionally a risky business. Dogs, the weather, illegible addresses, and frisky housewives all conspire to prevent the humble postie from doing the job. Yet for the hero of *Wishbringer* (ie you), things really couldn't be worse; asked to deliver a letter to the Magick Shoppe on the top of the hill outside the town of Festeron, he (or she) soon becomes embroiled in a bizarre chain of events that turns the whole town into a fairy tale-inspired nightmare. The only way out is to rescue the Princess and the black cat before midnight! This is one of Infocom's introductory adventures and as such does not offer problems of any great difficulty. Beyond that, the story is told in a lively and colourful way, without resorting to bad jokes and silliness (a common fault of text adventures). The other advantage of this game is the non-linear process; the game doesn't lead you by the nose to a solution, and is crammed with red herrings – or should that be gold fish? The change in the town is handled well, subtly warping the nature and form of the inhabitants.

For sheer fun this has to be one of Infocom's best, allowing a neophyte to wander around exploring the surroundings. So in some ways it's best to mess around for a couple of hours before restarting and playing for real.

Highly recommended as a first text adventure.

INFOCOM/MASTERTRONIC £9.99
OUT NOW 88%

ARCADES

Sequels will be bursting out all over your monitor this year. And – as John Cook and Mike Pattenden found out – it's a trend which will be echoed in the coin slot market

FOLLOWING IN THEIR TRAILS...

If you thought you'd seen it and done it all in the arcades, you'd probably be right. When the technology fails to break new ground then watch out for the rehashed ideas and the follow ups. London's ATEI Show had them out in full force.

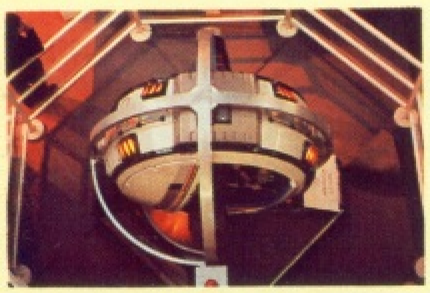
Past glories were repeated in the shape of **Race Drivin'**, Atari's **Hard Drivin'** sequel (a good excuse to sell more consoles by linking them); **GP Rider**, Sega's answer to Taito's **WGP** and, of course the full gamut of **Operation Wolf** clones: **Space Gun** (from Taito itself), and **Steel Gunner**, a futuristic slant on the theme from Namco with the added interest factor of a 3-D laser effect through the plastic sight on the gun.

Konami's **Overdrive** digs even further into the past by being an **Out Run** clone.

If that doesn't sound like more than enough repetition, how about the return of **Space Invaders**? Sure enough the little green men are trotting back and forth across screens once again in **Super Space Invaders '91**. Naturally enough the graphics have been updated and so has the idea (bonuses tumble down **Arkanoid**-style and the invaders transform level on level), but there's no getting away from the fact that it's a desparate measure, even if you can enjoy a certain nostalgia by giving it a quick burst.

The bizarrely named **Cliff Hanger – Edward Randy** finds Data East reviving the Indy clone (bearded explorer with bull whip) yet manages to be tough and challenging with some of the best drawn graphics around. It has a particularly good first level that finds the hero leaping across stationary flying boats in heavy seas pursued by soldiers.

G-Loc Air Battle also updates an old idea, or at least pretends to. In cabinet form it amounts to little more than **Afterburner** with a respray. That is, until you step inside a contraption known as R360 which features the SDMS (Servo Drive Moving System to you). You may well remember **Galaxy Force** which took **Afterburner** and rehoused it in a space age cabinet, and this is much the same, a gyroscopic console which has to be experienced to be believed. The danger signs outside hint at the shaking you are about to

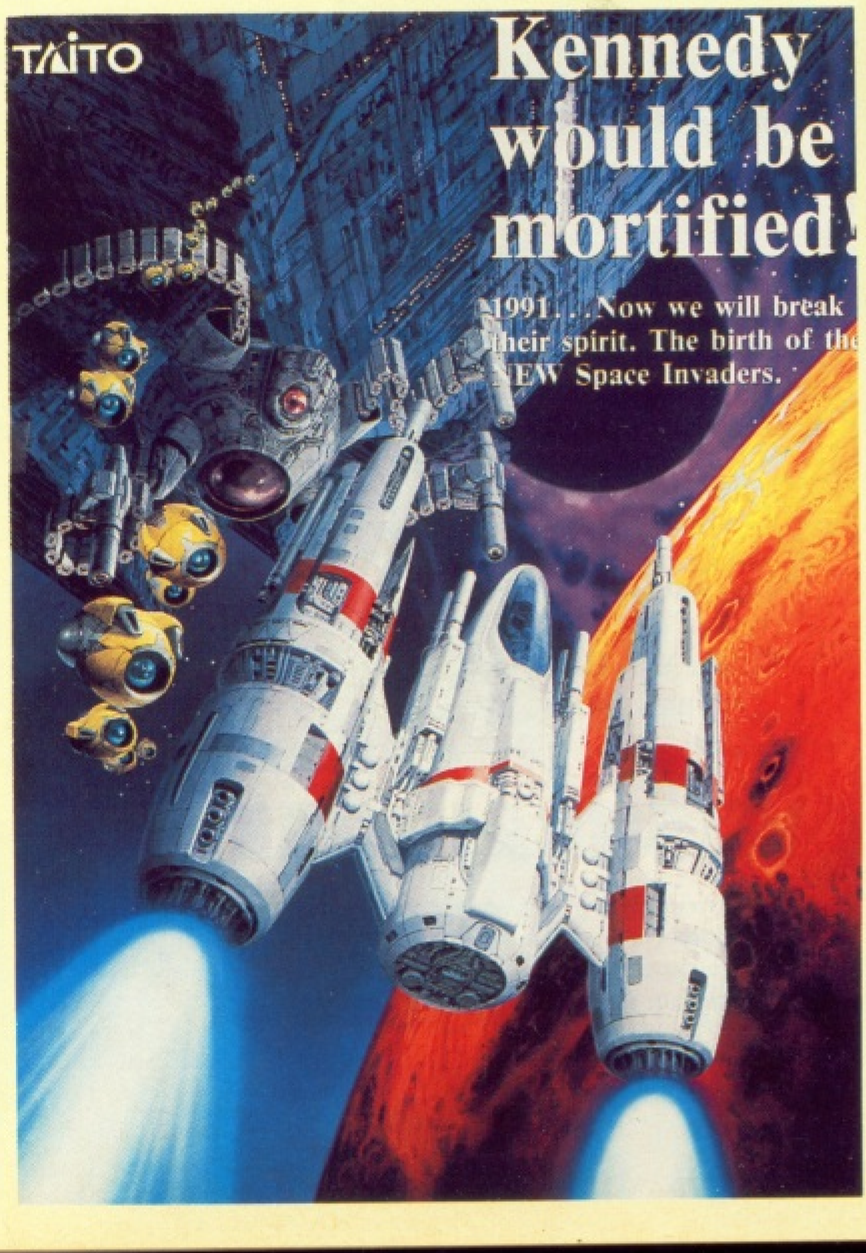


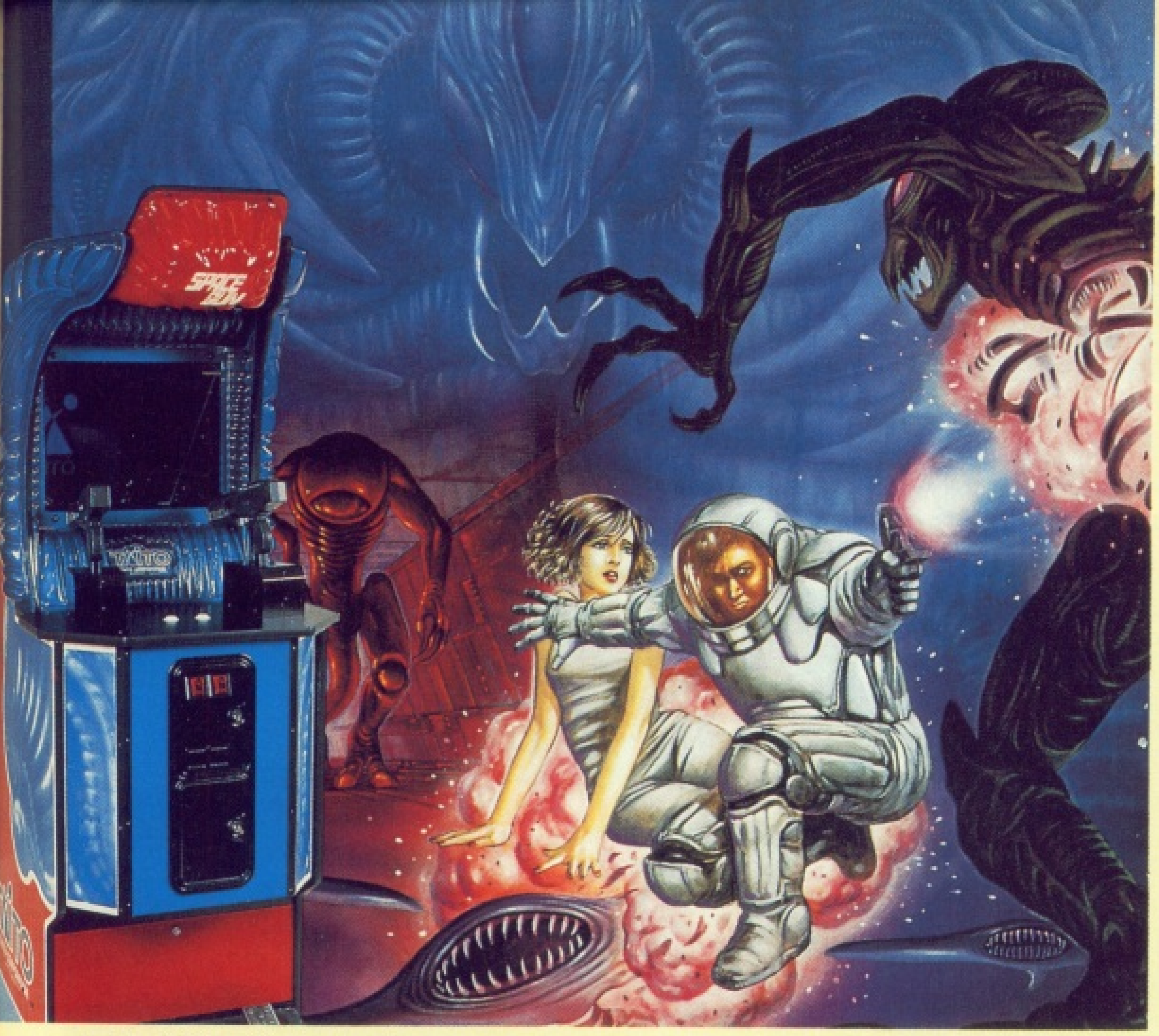
Experience the thrills and spills of being caught in a tumble dryer. Come out feeling like liquidized mince meat....



Splat! Wallop! Two muscle-bound opponents punch eachother out in Capcom's latest gung-ho beat 'em up, *Street Fighter 2*....

Taito's new version of *Space Invaders* got a lot of publicity at ATEI.





Look out! A horrible, two-toed monster is trying to push in the queue for the Space Gun machine. . . .

undergo. The machine is constantly attended and anyone with a heart problem, high or low blood pressure, and mental or physical disabilitiesis disbarred from participating in its dubious joys. You'd better empty your pockets and go before lunch too, because you're likely to end up spending a good deal of your time upside down.

The sequels are to be expected, but two at least provide some of the more entertaining gaming to be found at this year's show. **Double Dragon III - The Rosetta Stone** pitches the duo into another around the world punch up, as does **Street Fighter II**, Capcom's follow-up to the pressure pad beat'em up. Big characters and nice animation make it an enjoyable slug out.

If only the same could be said of Atari's **Pit Fighter**. Arcade manufacturers have flirted with digitised graphics before, but never has a game been created entirely from them. The setting is suggestive of illegal bare knuckle/feet fighting, but the characters move so badly that the reality is completely destroyed.

Digitised graphics are used to better effect in Williams' promising American Football game High Impact. The gameplay offers nothing new with multi-player action in offense and defense and an array of tactical options. The digitised images are used to show refereeing decisions. Williams scored highly too with an ice hockey game called **Hit The Ice** which combined the same multi-player console with some neat graphics and furious gameplay.

It wasn't all as jaded as it sounds. The ATEI did promise a few positive ways to waste your money. Ramparts for one, an extremely simple, rather unappealing looking multi-player game from the people who brought you **720**, **Paperboy** and **Cyberball**. The graphics are suggestive of strategy wargaming, but arcade fans shouldn't break into a sweat it turns into a very simple but highly entertaining



shoot'em up in which you have to fortify your castle and bombard everyone else's.

Finally one which should be in the arcades by the time you read this, **Air Inferno** a 3-D polygon filled flight simulator which for once does not ask you to inflict wholesale destruction in the skies. It's a helicopter game in which you have to pilot a chopper to a variety of fires (skyscraper, boat) and put out the flames, or rescue people from a volcanic island as it's engulfed in lava. It was the only thing that really offered any real excitement (if I don't count having my pint of lager centrifuged inside me by the R360).

TOP GAMES AT THE SHOW

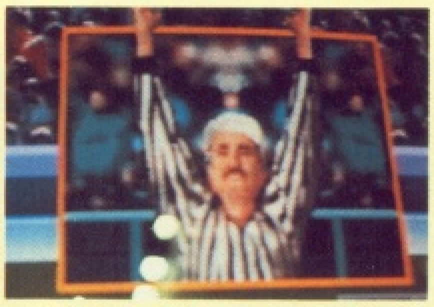
MAD DOG MCCREE - ATARI

Laser Discs are back, this time with a six shooter attached. Shoot it out with the villains back in the Wild West in this surprisingly well designed game, which could have been just another mow 'em down, but delivers more. Folks were queuing up to play this video action shooter, so it could be a winner - but don't expect it to make an appearance on the Amiga.....but how about a CDTV version, eh?

RAD MOBILE - SEGA

Every time a Sega game comes out, I say there is no more that can be done with sprites. Then they bring out something better. Technically unsurpassed, this 20 stage driving game which has you trucking across the USA delivers superb graphics, although initial testing sug-





Left: *Golfing Greats* – improve your golf swing from the comfort of your own arcade. Right: a digitised image of the ref's decision from High Impact. He ain't got no body odours.

ARCADES





Laser discs make a return with Atari's *Mad Dog McRee*, and the punters at ATEI were more than eager to get their mitts on the controls of this sharp shooting son of a gun. . . .



gests it might lack in the gameplay department. A cert for conversion.

CYCLE WARRIORS – JALECO

Forget the weird vigilante scenario, this 4 player driving/beat 'em up has distinctive graphics and a sound implementation that is certain to make it popular in the arcades this year. Not as hot as **Cisco Heat**, but enough to consolidate Jaleco's recently acquired, well earned reputation.

KING OF THE MONSTERS – SNK NEO GEO

The Neo Geo continues to get better and better, as more games are released for this machine – **King of the Monsters** having all the elements of a classic; good playability, effective implementation and humour. OK, so it's a beat-em up, but with two monsters slugging it out and trashing a major urban conurbation at the same time, include me in! A must for home format conversion.

HIGH IMPACT – WILLIAMS

Fresh from award winning **Smash TV** and the excellent hockey game, **Hit the Ice**, now Williams bring us the best American Football game on coin-op, **High Impact**. With four player capability and heavy use of digitised graphics, this is a winner all the way to the End Zone. Please, somebody convert this if you can - it's great!

STREET FIGHTER II – CAPCOM

Street Fighter was a major, major hit for Capcom, so the temptation to make a follow-up was irresistible. Stylish graphics and a mind boggling control system should ensure a bright future for it, and joystick manufacturers that can knock out a robust eight-way stick with six (count 'em!) fire buttons.

GOLFING GREATS – KONAMI

There have been a lot of golf PCB games about in the last six months or so, some good, some not so good. Now Konami comes up with the best of the lot. Wildly impressive hardware sprite manipulation and a great feel to it.....if you're into golf, you have to play this game. Nice one Konami.

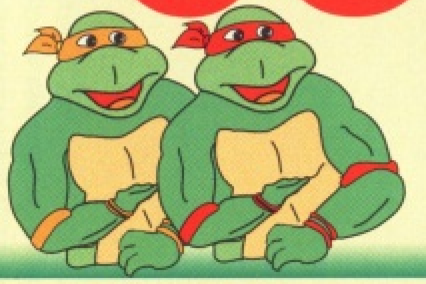


This town ain't big enough for the both of us. If SNK's King of the monsters is going to fight, it might as well destroy the town as well.



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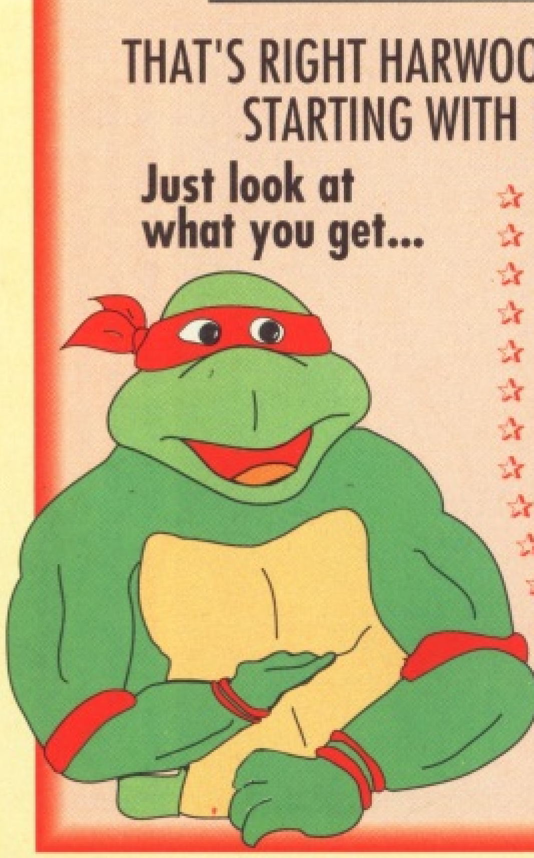
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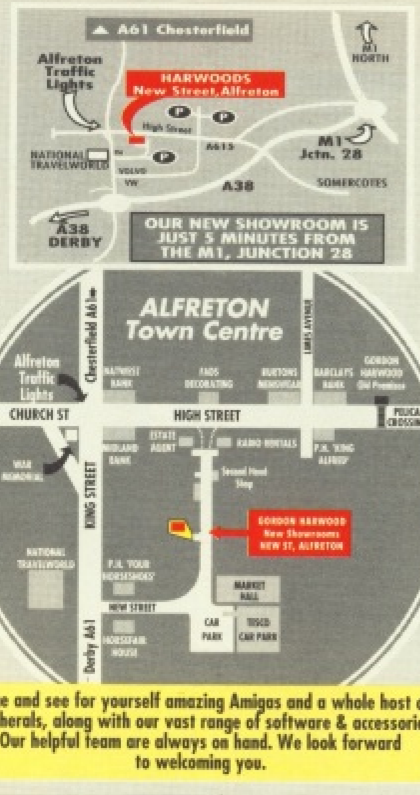
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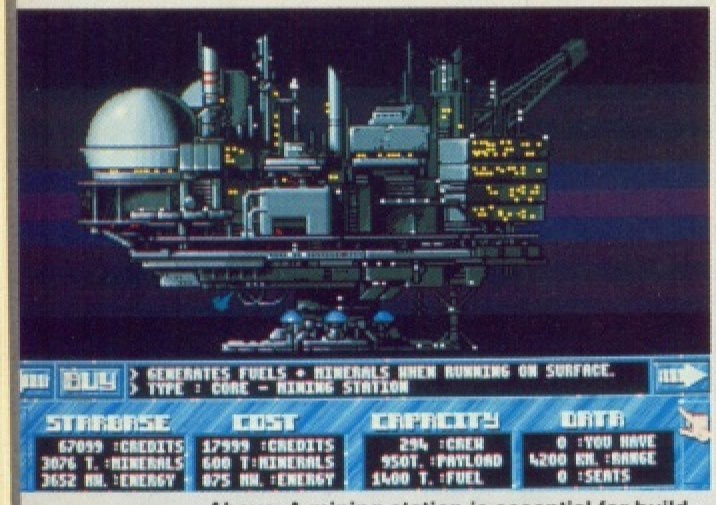
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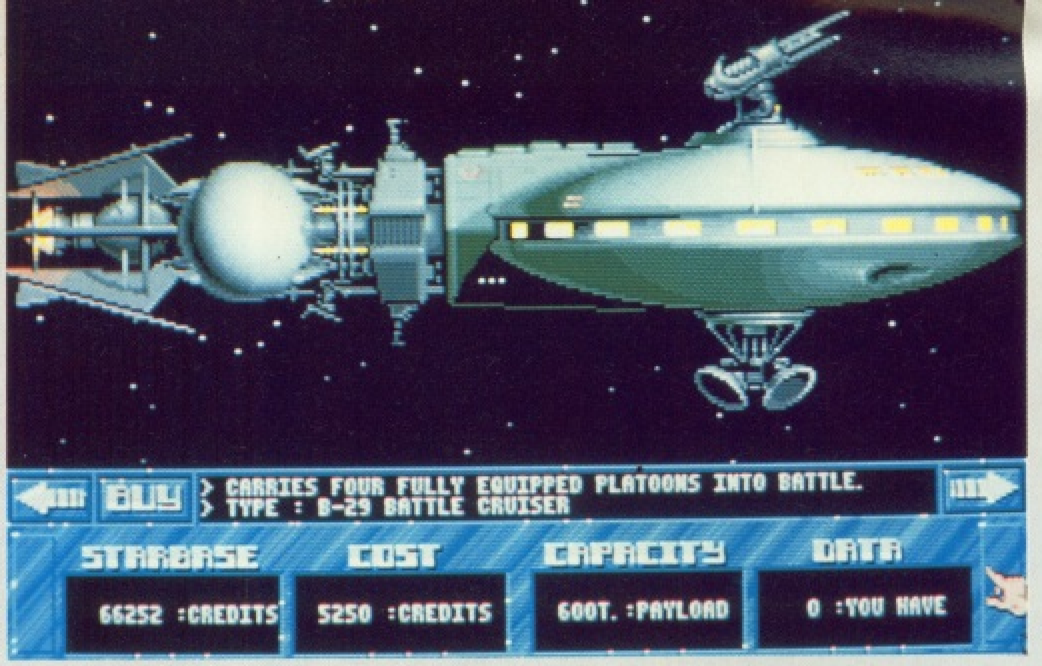
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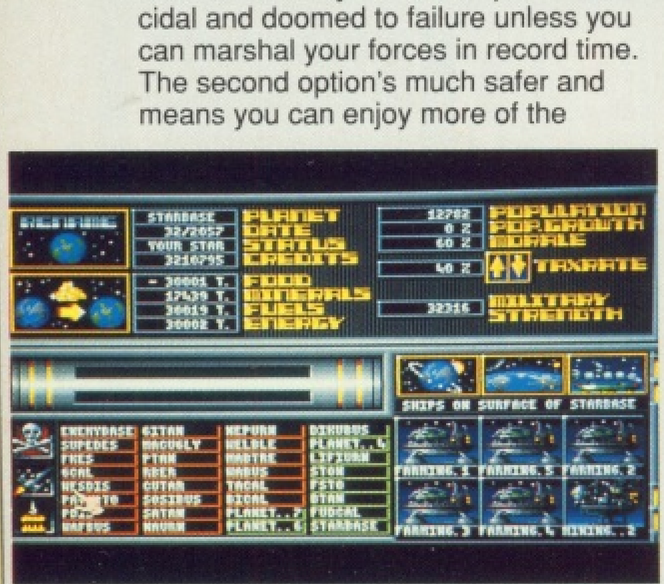
Above: A mining station is essential for building up valuable fuel and mineral supplies. *Right*: Your scientists will develop a nuclear drive for your fleet of battleships.

SUPREMACY

Armed with a cup of industrial strength coffee and a couple of matchsticks to keep his eyes open, Dan Slingsby has been playing Virgin Mastertronic's strategy game, Supremacy, until the early hours. Here's his essential tips for thumping the stuffing out of the mighty Rorn.

Judging by the stacks of mail we've received from readers, *Supremacy* has caused much nashing of teeth and burning of midnight oil. Rorn, the fourth and most powerful despot in the game, has continued to conquer all-comers. He's a cunning old dog, but he *can* be beaten.

There are two ways to approach the game. Either go for broke and launch an attack as soon as you've commissioned some troops, and hope to catch Rorn with an inadequate force, or bide your time and build up an invincible army and secure economy. The first option is suicidal and doomed to failure unless you can marshal your forces in record time. The second option's much safer and means you can enjoy more of the game's random events such as comets crashing into planets and a nuclear drive being fitted to your battle ships. In fact, this last development is essential to mount an effective campaign as it means you don't have to generate large amounts of fuel to reach the Enemybase. It also negates the need for a half-way refuelling point or getting your first three battleships stuck on Rorn's planet because they haven't got enough fuel to take off again. If that was to happen, it'd be the end of the game.



You've got stacks of cash, a bountiful supply of food and minerals, and a stable population. Things are looking up.

At the start of the game, purchase a solar satellite and launch it into orbit. This will generate essential energy reserves to power the mining station and food processing plant, both of which should be next on your shopping list. Crew them up and set them to work on the planet's surface. Before too long you'll be reaping the benefits of increased food, minerals and fuel. The latter two will be essential in the future, as goods must be bought with a combination of hard cash, fuel and minerals.

Relax the tax rate so that the population on Starbase can expand at a faster rate. Next, set about training your army. Ignore Rorn's threats – he's not going to be able to attack for a while as he's too busy building up his own forces. Don't forget that troops don't pay taxes, so you'll lose money by drafting in civilians. Conversely, they don't eat food either (or so it says in the manual!). Train as



Not much is known about Rorn. He rules his planetary system with a rod of iron, and is immensely strong and cunning.

many as possible and don't equip them until they've reached 5-star General status. Don't skimp on equipment, buy the best, even if this is excrutiatingly expensive. It's going to take time building up an experienced army, but there's lots to do in the meantime.

Start colonising the solar system. Buy a planet formatter and send it off transforming barren worlds into metropolitan, volcanic or food planets. Don't just send the formatter to the nearest planet. Use the spy icon to get info on a planet's diameter – the smaller the diameter the faster the world can be formatted. This'll save you invaluable time as some planets can take a few days to format, others more than a month. Save the game just before the planet-type is

revealed. If you're lumbered with a planet you don't need, merely load up the saved game and try again. Planet formatting is entirely random, so repeat this process until you get the planet you want.

A good combination would be one metropolitan planet to generate the cash to buy troops and equipment, a volcanic world to generate fuel and a food planet to help feed the thriving planets of your system. You'll also need a cargo ship to ferry the goods between them. Keep formatting other planets as the more you've got the more planets Rorn will have to conquer. He's a stubborn old goat, and will want to take over the entire system before he'll attack your Starbase. This'll give you valuable breathing space while you build up your platoons. Send a few troops to guard your essential bases – after a while Rorn will go on the offensive, but he rarely attacks in numbers so three or four platoons should see him off. Once he's attacked a planet and been repulsed he'll keep attacking until he's taken it, so your other planets can prosper. Don't forget to keep track of how many troops you have left and send reinforcements on a regular basis.

If you find yourself running short of funds, there's a useful cheat to get more dosh. Click onto the information screen and wait for the population figures to increase, then wack up the tax rate to 100 per cent. As soon as your credits increase, take the tax rate back down to zero. You've only got a few seconds in which to do this, but it'll mean you can tax people at 100 per cent *and* have an increasing population.

Once you've built up large cash reserves, say about 3,000,000 credits, and a population on Starbase of about 15,000, withdraw the remaining troops on your other planet and decommission them. Draft more civilians into your army, and train them up. This'll take a little while, but don't panic. Rorn will want to polish off your remaining outposts. When all are fully trained, buy or fly back to Starbase the six battle ships you'll need to send all your troops to the Enemybase. At this late stage in the game, your scientists will have fitted a nuclear drive so you can reach Rorn's base in one hop. Don't worry about leaving your base unprotected – Rorn will be so worried about your approaching fleet that he'll try and rally his forces and recall his troops. You probably won't win the first battle as he's had time to prepare, but you will inflict a mortal blow. When you've been wiped out, draft in more civilians, retrain and re-equip them and send another force. This time you'll really kick ass and slaughter his troops.


Rorn is marched in to the Imperial Palace. He's a beaten man. You treat him with the contempt he deserves.


A mechanised gun-port lowers down from the ceiling, its gun turrets pointing at Rorn. He pleads for mercy.


A laser beam shoots out and rips into Rorn.


I wouldn't want to clean this mess up.


It's almost over. Rorn's troops have been wiped out by eighteen platoons of your crack troops. The scent of victory is in the air.

RANDOM ACCESS...

During the game, random messages appear. Many are of Immediate benefit, such as the development of a new drill tip to increase mining output or a micro-porous valve system that can be fitted to all spacecraft and uses half the amount of fuel of previous drives. Others are less helpful, such as a major fracture in a methane storage tank (suffocates all your civilians on one world) or a nuclear explosion (renders a planet uninhabitable for a millenium). Some might seem helpful at first, but can cause severe problems later on. One such message informs you of a new fertility drug which, in fact, yields a much higher rate of death. Usually a rampant population can be held in check with a tax rate of 40 per cent. However, with the new drug you'll need a tax rate of 51 per cent. Later in the game the drug is found to be fatal, and the birth rate goes back to normal. If you don't lower the tax rate back to normal levels, you'll find your civilians start leaving in droves.

HELPLINE

ENQUIRIES

NIGHTBREED
Could somebody help me with this game? Wherever I go I get killed. If I go to Midian I am killed by beasts. If I go to the graveyard I can run away from Pelaquin, but then I am captured. If I look around the graveyard I am shot by Police. If anybody has got any cheats or advice they would be appreciated.
Stephen Waterhouse, G1

THE SPY WHO LOVED ME
I keep getting stuck on the part where you go underwater in the car. Has anyone got a cheat for infinite armour?
Shami Choudary, G2

MOON WALKER
I played *Moon Walker* but I cannot get the last piece of clothing on the left side of the screen, where you start from. Can someone help please?
K.R. Woehrle, G3

DRAKKHEN
In the Ice Lands there's a castle which cannot be entered. To the north of the castle there's an igloo where a man tells me that the castle has been destroyed and the Prince has been kidnapped by his sister who has taken him to her castle. The man then says that the castle is to the north. I could do with some help to tell me exactly where it is.
Peter Bowles, G4

BACK TO THE FUTURE 2
I recently purchased the new Mirrorsoft game *Back to the Future 2*. Does anyone have a cheat for infinite lives?
Tom Rye, G5

INTERCEPTOR
I hope you live up to your name as I desperately need assistance. I've been stuck on mission 4 on *Interceptor*. How do you deploy the rescue pod? I think this is a great game but being stuck on the same mission gets very tedious. Someone out there please help me or I'll go AWOL. On *Interphase*, I can clear the first level, but how do you get on the second? The girl stops at the turntable and says she doesn't know which way to go. How do I tell her, or indicate the right direction?
Richard Munden, G6

GREMLINS 2
It's a fair game, but I can only get up to stage two. Has anyone got a cheat for infinite lives or one that will allow me to skip a level?
Jean Simmons, G7

LOMBARD RAC RALLY
This is an excellent game, but getting money is quite difficult especially when you run out of time on the races. Has anyone a cheat for infinite time/money? Can anybody help me – please!?
Colin Mower, G8

PERSIAN GULF INFERNO
Has anyone got a poke for this game as I've been playing it for months and not got anywhere?
Justin Brunt, G9

GHOSTBUSTERS 2
I'm so rubbish at *Ghost Busters 2*. Please send a cheat or something like that.
Darren Pickersgill, G10

WIZBALL
I am totally useless at this game, so a cheat for infinite lives would be good.
Paul Baker, G11

JAWS
Can someone please help me in this game? I have been playing it for weeks and I can't find the weapon to kill Jaws. I would really appreciate it if you gave me a cheat, hint, etc.
Randy Savage, G12

F29 RETALIATOR
Can someone tell me a cheat so that I can't be shot down? I'm always being shot down by planes.
T. Skogstad, G13

MIDNIGHT RESISTANCE
Please could someone help me? I'm really stumped on this game. I can get to the second level boss but it keeps killing me. Could someone send me a cheat for infinite lives?
Graham Dixon, G14

TREASURE ISLAND DIZZY
I am very stuck on this game because I can't buy the petrol on the second island for the boat. If anyone has a map or knows how to solve the above puzzle then please send it to Helpline.
Mark Orsmond, G15

EVERYTHING BUT THE KITCHEN SINK
Now that I have your attention I have a stack of games I need help with. First, *F-19 Interceptor*. How do you get past mission 6? Also appreciated would be cheats for *Shadow of the Beast 2, Galaxy Force, POW, Platoon, Road Raider, Black Tiger, Flimbos, Shadow Warriors, Unreal, Sly Spy, Thunder Fox, Robo Cop II, Renegade, Ninja Turtles*.
P.S. Keep up the good work!
Ben Sayer, G16

TIME MACHINE
I've been trying to beat *Time Machine* for a long time. I cannot find a way to get onto the 5th level. I am not sure what to do with the boulder in the mud or how to stop the cannon. Could you please help me solve this game with a cheat or information?
Simon Lane, G17

POLICE QUEST 2
I need help! I have just bought *Police Quest 2* and have played it non-stop for the past couple of days. However, I have come to an area in Cotton Cove where Bains jumps out from behind a bush and shoots me! Does anyone know a good place to stand ? Thanks matey!
Ryan Porter, G18

TEENAGE MUTANT NINJA TURTLES
Help! I have progressed to level 5 (Shredder's base). I have all my Turtles with full energy, each with an extra weapon but every time I venture down a manhole I get killed by the rolling fire-breathers or the spike-firing hedgehogs.

Can anyone tell me which manhole is the one to go down to reach the end of the level?
Anne Henderson, G19

FUTURE WARS
Please can somebody tell me how to get out of jail in the Crughon ship? I've tried everything. I've a lance, key, documents and a blow torch.
Frank Reimering, G20

LEGEND OF FAERGHAIL
What is the answer to the Stone Elemental's question? I've been given a clue by a creature in the eleven pyramid – 'Only Gene, Corona and Staff make the key to the mountain' – but I still can't get anywhere.
Fiona Bissett, G21

NEW ZEALAND STORY
I have been having huge problems with this game. I can get into the whale (level 4) but can never kill it. I have had this game since 1989, so any help would be gratefully received.
Susan O'Donnell, G22

LEISURE SUIT LARRY 3
When I have finished *Larry* it says: 'What a shame you didn't 'sleuth' more when you had your divorce'. It also says: 'You wonder now why you ignored Chip 'n' Dale on your way to the bamboo forest'. Please can you help me decipher this?
Thomas Moller, G23

UNINVITED
Can somebody send in a map of the garden maze in *Uninvited* as I am sure the blothney gem is at its centre?
Allan Ullman, G24

PLAYER MANAGER
Help! Anyone got a cheat for *Player Manager*? By the time I've got to the 2nd Division via the 4th, I've got no money for new players at the end of the season. Also, when you play your own tactics, i.e. 3-2-2-3, will this appear as a tactical formation when selecting your team and during the fast game?
Sandy Ayers, G25

TURRICAN
Could someone please tell me how to finish or get out of level 5-1. I have killed everything on that level, and have explored everywhere but I cannot find a way out to the next level. Is there a way out? Also, is there a cheat to skip a level or for infinite lives?
Mike Flavell, G26

RESPONSES

MENACE (D1)
Type in 'XR3ITURBONUTTERBASTARD' and you will get infinite energy as well as topping up your cannons and lasers. The only problem with this is that you have to type in the above text every level.
Mark Orsmond, Southampton.

STAR TREK (C12)
There is no easy way to score hits with photon torpedoes. You must set the target (the same way as with phasers) to where you think the enemy craft will be when the torpedoes get there.
I think you'll find that the left arrow moves you right, the right arrow moves you left, the down arrow moves you up off the ground and the up arrow moves you forward. Once you get close to the bay doors, they will open and you'll be able to see a black rectangle area. Fly through this (not the wall). You must keep your shuttle centered. Note: Once you press right or left, you keep turning until you counteract it.
Jonathan Sears, Kent.

POLICE QUEST (C17)
The combination on the locker is on the back of your business card. Your gun is inside the locker and you need to get in some shooting practice and adjust the sights of your gun before you go to Cotton Cove.
David McGuire, Brighton.

INTERCEPTOR (D12)
When the game has loaded you will be shown credits. Now take the disk from the drive and put the tab on write protect. Press the key on the missions menu for selectable missions and you can do any of the missions by pressing F1-F5 without doing the 'Qualification required' mission.
Mark Quinlivan, Clwyd.

SHADOW OF THE BEAST (D10)
For infinite energy, hold down the fire button and the left mouse button on the reflections screen, and keep them down until it tells you to change disks.
Stephen Waterhouse, London.

DIZZY (D5)
As soon as the game starts type I CAN FLY, stand on the edge of the beach then jump right. Fly across the water until you see the top of a mast sticking out of the water. Push up and see what happens.
Rory Game, Hull.

BATMAN (D14, D4)
In your letter you said you have tried the J, A, and M key cheat. You don't say whether you hammer the M key continuously until the picture distorts, about ten times. This should give you infinite lives.
Adam Oakley, Sheffield.

NEBULUS (C7)
On the title screen type 'HELLOIAMJMP'. You will have infinite energy, and you can advance levels by pressing the F keys.
Andrew Parkes, Dudley.

IKARI WARRIORS (C18)
For infinite energy type FREERIDE in the high score table
Andrew Parkes, Dudley.
Jonathan Hill, Sheffield.

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

Once again, Keith Campbell makes his monthly trip from the land of adventure and RPGs and prepares to help a few lost souls. . . .

INTERACTION

This is where you write interesting or controversial things about adventures or the Adventure Helpline, and I respond with my own opinion! Or I may even come up with an answer to a problem or two that's bothering you ... So get writing!

Please can you help a man who is about to go into hospital with a nervous breakdown? I have had *Police Quest 2* for three months and am about to give it the boot (the same as I've already done to the kids and the Mrs.) I've tried to find the scuba diving certificate – is there one and where can I find it? The second problem is I can't find Marie's phone number.

Please rescue a deeply distressed CU reader! I think the Helpline and letters are great – keep up the good work!

Paul Taylor
Newcross, London

Keith's response: Just sit down at your desk and open the drawer. In it you will find a note from Marie, and your wallet. Search the wallet and you will discover it contains the diving certificate. As for that phone number, dial 0 and ask the operator for Marie's number. There – dead simple, wasn't it?! Oh, and while you've got the phone in your hand, why not ring the wife and kids and invite them back home?

CU's original long-running adventure column was entitled Into the Valley. It was started off by John Ransley, and I took over where he left off. Not long ago the title was changed to Fantasy Zone, but recently it seems to have got mixed up with Helpline and Play To Win. What's in a name? Quite a lot of strong feeling by the sound of it! Read on!

The debate about Fantasy Zone/Into The Valley has been going on for some time now, and in the latest issue everything has been moved to the Helpline (too bad). But I hope this is only for a very short time. So here's what I have to say about FZ/ITV – I liked Into The Valley best for three reasons:

1. Many adventures are not fantasy at all.
2. Fantasy Zone sounds much more commercial than Into The Valley.
3. A complicated reason. I enjoy adventures with graphics most probably because I want to see what things look like behind the locked door etc. I've always thought of adventures as exploring, and a valley is an exploring kind of place (at least in my mind) so they fit together. Besides, in The Valley there can be places such as Lost Wages, Nontoonyt, Daventry, Llewdor, and Lytton etc. In Fantasy Zone, Daventry and Llewdor can exist, but not Lytton and Lost Wages!

Morten Brattbakk
Steinkjer, Norway

Keith's response: A simple answer is that all games are fantasies as opposed to realities, and CU Amiga is a commercial product! But of course, things are never really that simple! Personally, I thought Into The Valley was a more imaginative title for a oolumn covering games of the imagination. We hope to maintain the identity of the column by calling it Adventure Helpline in future, but in the end it's the content that counts. I always try to maintain the interest for adventure and RPG enthusiasts, whatever the name. If you have any suggestions about what you would like to see in it, now's your chance! Write and let me know!

And here's a problem answered: When in the Hotel Delphoria in *Police Quest*, the bartender Woody asks you to get rid of Sweet Cheeks. But how do I do it? I have tried and tried, but can't get anywhere.

Andrew Wells
Ilford, Essex.

Keith's response: It's so simple you'll kick yourself! Dial 0 and ask for a taxi!

Your Interaction is welcomed! Write to me at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

INPUT

SHOPPING FOR THE GOLD RUSH

There's gold in California, and Morten has a long journey ahead of him. What should he pack – an orange or insect repellent perhaps?

I am unable to buy all the items in the Brooklyn shop in Gold Rush. When I've bought some items the man behind the counter just says 'Sorry, but our accounts are now even'. What does that mean? It doesn't help if I have a lot of money in the bank or with me. Should I buy different things according to which route I choose? If so, what things?

Morten Brattbakk
Steinkjer, Norway

A GREAT DEAL AT STAKE

Trying to get a stake and a vampire in the same place at the same time is becoming a nightmare problem!

I've been told to kill the vampire in the crypt in *Personal Nightmare*. I need to get the stake, and to take that the gardener must leave, but he doesn't leave until so late at night that Michael Williams is no longer in the crypt! I've tried to kill him in the street, but the response is 'You can't go around doing that to people'. So does anyone have a suggestion on how to crash the car without killing the vampire first? And how do I cross the hole in the floor inside the manor?

Morten Brattbakk
Steinkjer, Norway

INCENSED ABOUT THE ELEMENTS

How do you capture a fire without getting your fingers burnt? Asbestos gloves are not in Torje's inventory ...

I have a problem trying to capture the fire

elemental in Quest For Glory II. I've got three full waterskins and six pouches of incense, but if I try to lure it out of the desert it always keeps burning me until I die. Every time I walk up into the alleyway I run out of incense and can't use a new pouch before I get back into the Plaza. If I try to use water on the elemental, the game tells me that I must lead the elemental further into the alleyway. Can someone help me, please?

Torje Mjaaland
Sandnes, Norway

LUNCHTIME FOR PIRANHAS

Ben is contemplating an escape route that leads to certain death. Should he (a) stay locked up forever or (b) feed the fishes?

At the moment I am having a bit of trouble with *Operation Stealth*. My problem is at Doctor Why's hideout, where I am locked up in a cage above a pool of Piranhas. I can open the cage using my ink squirting pen but from there I can get no further and keep dying. Can anybody help me?

Ben Long
Sydney, Australia

OUTPUT

HIGH FINANCE BY STEALTH

Jamie Meecham wanted to buy a carnation and a bracelet, but when we last heard from him, the crooks had stolen all his cash. Morten Brattbakk from Steinkjer in Norway comes up with the solution to this problem in *Operation Stealth*:

The money is found in the American passport. Change it in the bank, buy a carnation, and change the rest BEFORE the crooks take you to the mine. You now have the coins to buy the bracelet.

A PINCH FOR A PIPE AND A MASK FOR A RAT

Torje Mjaaland of Sandnes in Norway knows the answer to Tom Skehan's problem with Manhunter 2 that appeared in the December issue. Tom was in Day 2, and thought he needed a mask. He wanted to know how to deal with the shopkeeper, and what to do with the pipe.

To get a mask you must wait until day three. Then go to Ghirardelli Square and get the rat's paw. When you get to the shop, give the paw to the shopkeeper and you'll get to play his game (Find where the ace is). Win three times in a row and the shopkeeper will then let you choose between a flashlight and a lantern. Ignore them, play again, and this time choose the left rat mask. You should then fill the pipe with four pinches of number two from the left and you will see a vision of a young lady turning into a monster. Take the statue from the old man.

A GIANT PROBLEM

How do you get into the ogre's house in *King's Quest IV*? According to E.Cascola of Mitcham, Surrey, it's more a question of when than how ...

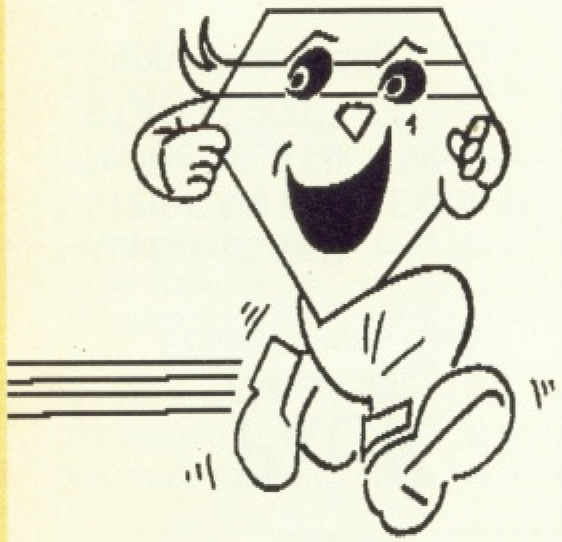
Here is a quick reply to Daniel Menendez' letter about entering the ogre's house and the trap door. The door to the ogre's house and the trap door will both open at the right time during the game. If the ogre's door is closed then you may have missed some item, or you may still have some tasks to complete.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Keith Campbell, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

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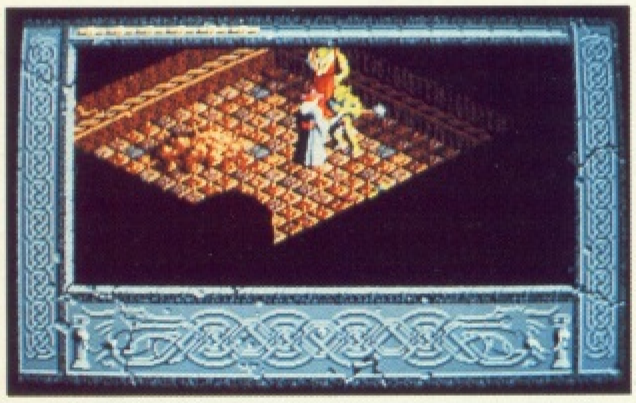
EXPORT HOTLINE
TEL 0272 693545

THE IMMO

It's one against many in a quest for justice. Wielding a mighty blade and a couple of maps is Roy Springett and his Immortal solution.



Above: The dwarf in the corner needs to be pacified with the magic dust.
Below: Plant the spores in the dirt.



LEVEL 1

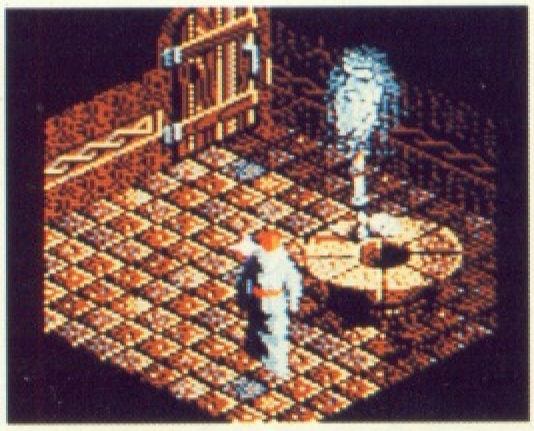
Follow the guide in the manual.

LEVEL 2

1 Collect the gem and sword from the pile of bones. Avoid the slime.
2 Buy some oil from the man in the corner - he will only charge you 60 gold pieces if you visit twice.
3 Charm the will-o-wisps to follow you.
4 Collect the rock in the corner.
5 In the next room charm the will-o-wisps again to kill the goblins. Search them to find the magic dust.
6 Enter the room and kill the two goblins.
7 Plant the spores in the dirt and leave the room.
8 Go back into the room and speak to the goblin king.
9 Give him the water to receive these instructions; 3 jewels, right, left and centre.
10 Go back and throw the magic dust over the irritable man to receive a gem.
11 Put the oil on to your boots in the next room to avoid the slime.
12 Drop the rock. The slime will reveal the next gem.
13 Enter the room with the three circles. Place a gem on the right-hand side of the top circle and one on the bottom left of the centre circle. The final gem should be placed at the centre of the bottom circle.

LEVEL 3

1 Go down the bottom ladder and open the chest. Collect the gold and the fireball spell.
2 Kill the troll with the fireball and search him to find the troll knife. The goblin runs off and opens the door.
3 Climb up again and go down the ladder at the top of the screen.
4 Kill the goblin, who is really a troll, with the fireball. Search him and collect the Protean Ring.
5 Go down the ladder and wear the ring. You are now disguised as a goblin.
6 Pass the goblin guard and open the chest. Collect the gold and the troll bombs.
7 Go back to the first room, go through the door and speak to the goblin king who warns you about the trolls.
8 Climb the ladder and collect the gem. Follow the path in the diagram and climb down the ladder.
9 Throw the troll knife to distract the trolls.
10 Go through the right hand door and use the Troll bombs to paralyse the trolls. Collect the potion and drink it.
11 Go to the final room and kill the troll.
12 Enter the flame when it turns purple and drop the gem to teleport across the chasm.
13 Climb down the ladder.



LEVEL 4

1 Defend against the troll. Dunric's servant will kill him.
2 Talk to Dunric's servant. He will give you a magic carpet and warn you not to set foot in the next two rooms.
3 Enter the next room and use the magic carpet. Avoid the burners and collect the ring from the bottom left corner. The ring is wrapped in a woman's garment. Quickly fly to the door and exit. Using the magic carpet again, fly to the next door and exit.
4 Sleep on the hay.
5 Go down the ladder. You can kill the trolls or avoid them. Go down the next ladder.
6 Give Ana her father's ring and she'll give you another ring and instructions on completing the level.
7 Go down the ladder and walk clockwise around the triangle three times. Go down the ladder to complete the level.

LEVEL 5

1 Talk to the goblin and collect the egg.
2 Talk to the goblin leader to learn about the water monster.
3 Go through the bottom door and buy the potion from the merchant.
4 Go through the door and find the crack in the wall. Drink the potion then go through.
5 Avoid the trolls and get to the chest. Collect the water, note, fireballs and worm sensor. Read the instructions about the pathway.
6 Drink the water to relieve the poison.
7 Avoid the trolls and go through the door.
8 Read the note.

9 Shoot the flying lizard with the fireball spell and collect the key from its corpse.
10 Go through the door – there's nothing down the ladder.
11 Activate the worm sensor and follow the path shown on the diagram.
12 Go through the door and the egg will hatch.
13 Avoid the slime and place the bait in the centre of the triangle. The lizard will land in the triangle and reveal a ladder.
14 Go down the ladder and sleep.
15 Go down the ladder to complete the level.

LEVEL 6

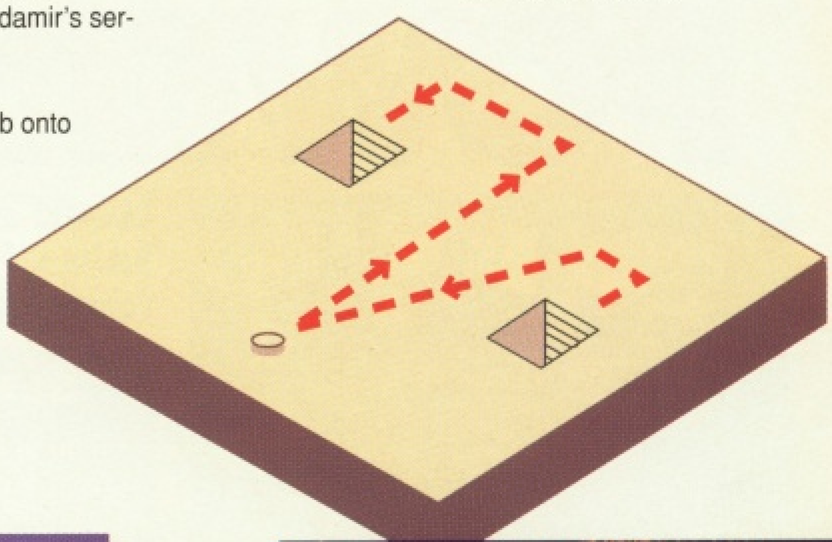
1 Crawl through the tunnel without the spider.
2 Kill the spider. Attack after it has spun its web and is standing on all eight legs.
3 Go down the ladder, collect the alcohol.
4 Pour the alcohol on the chest then open it. Collect the gold and the levitation spell. Read the note about the cobwebs and the eggs.
5 Go down the ladder and activate the levitation spell. Quickly float to the end of the corridor and climb the ladder.
6 Sleep, then go down the ladder to complete the level.

LEVEL 7

1 Kill the troll.
2 Talk to Dunric and give him his ring. In return he will give you three spells, body statues, magnetic hands and sonic protection.
3 Climb the ladder and kill Mordamir's servant.
4 Sleep.
5 Go down the ladder and climb onto the barrel.
6 Sail close to the water monster. Try to get him to follow you to the whirlpool. Enter the pool. You'll be revived by a goblin.

LEVEL 8

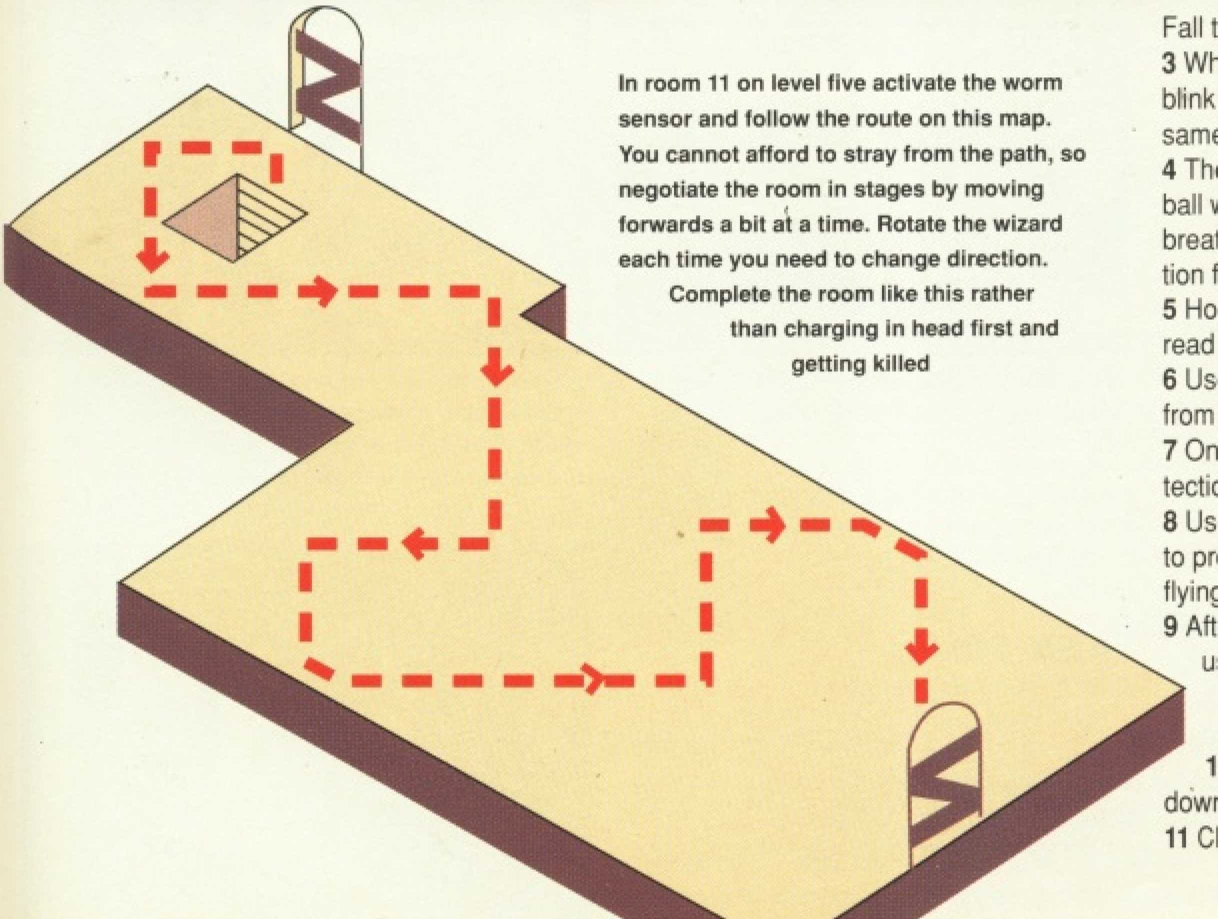
1 After talking to the goblin, open the chest and collect the gold, blink spell and fire protection.
2 Climb down the ladder and walk to the centre of the room.



***Right*: Use this map when you reach room eight on level 3. If you fall into a pit push the joystick backwards and forwards in a steady rhythm as this enables the wizard to swing out and continue his quest.**

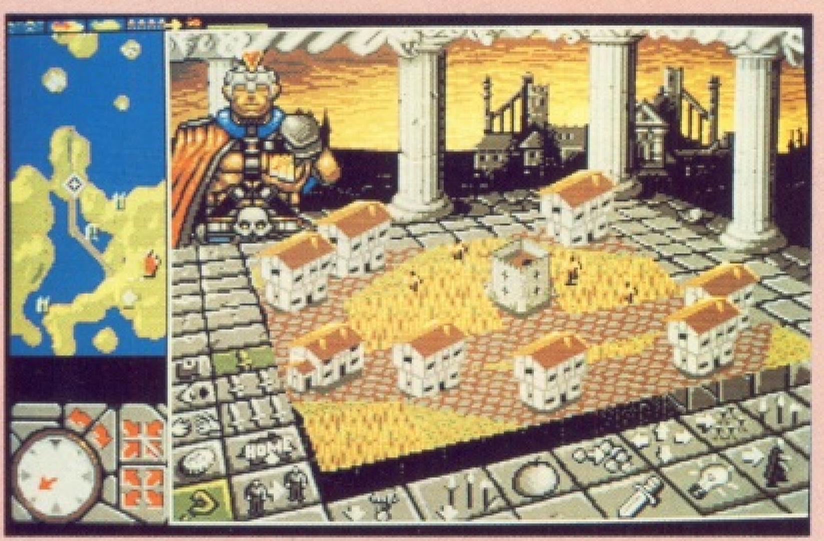
RTAL





In room 11 on level five activate the worm sensor and follow the route on this map. You cannot afford to stray from the path, so negotiate the room in stages by moving forwards a bit at a time. Rotate the wizard each time you need to change direction. Complete the room like this rather than charging in head first and getting killed

Fall through the trap door.
3 When you land on the rock activate the blink spell. Avoid the fire six times with the same spell.
4 The dragon will try to blow out another fireball without any success. When he tries to breath a second fireball activate the 'protection from fire' spell.
5 Hold the amulet up to the light but do not read the runes. The wizard will then appear.
6 Use the body statue spell to protect you from the wizard's lightening bolts.
7 On the fourth bolt activate the sonic protection spell.
8 Use the two remaining body statue spells to protect you from the lightening bolt and flying monster.
9 After reading the wizards message quickly use the magnetic hands spell to get hold of the amulet. The dragon will then kill the wizard.
10 Ana throws you a rope and climbs down.
11 Climb the rope and read the final message.





Far left: A heavily fortified town such as this one will be well-prepared for war.
Left: Play against the computer or a friend.

POWERMONGER



The people of Ropmmer put up little resistance when your troops attack.

Need a helping hand with Electronic Arts' tale of Dynastic feuding? Here with some hints and tips are the programmers, Bullfrog.

GENERAL HINTS

Kill all of the sheep. They are a good source of food and keep your troops happy.

Invent only when strictly necessary. Invention is an integral part of the game, but don't spend too much time creating funny toys while the opposition may be building up.

Don't waste time! Your enemies will not sit back and wait; they are dynamic and cunning.

Watch your food levels. There is nothing worse than having your army leave you mid-battle because they are hungry.

Taking the upper left world on the map as Land One, the one beneath that as Land Two and the third one down as Land Three, the fourth land is two along and three down. OK? Here's a walk-through guide to the first four lands.

LAND ONE

Attack Ropmmer passively. Retire.

LAND TWO

Attack Brillitte passively.
Get men and food.
Attack Heacidm passively.
Get men and food (kill a couple of sheep here).
Invent aggressively, this gives you a cannon.
Invent neutrally, this gives you swords.
Attack Brinnier passively.
Retire.

LAND THREE

Your army is equipped with bows from the start.

Attack Emeen passively.
Get men and food.

Because of the sheer number of red men on the map, the best gameplan is to wipe out Joss XVIII, therefore preventing the remaining armies from receiving any more orders.

Once this has been done, it's a matter of conquering passive villages until you have enough men to defeat the capital. Don't forget to keep enough food to sustain your men.

Attack the capital.
Retire.

LAND FOUR

Attack Beeme passively.

Get food and men and kill all of the sheep in the area. Attack Feboy, Licem and Emggs passively, remembering to get food and men at each.

As soon as Emggs has been defeated, get men, food and run away as the red army will appear and chase you.

Find somewhere to recuperate. When the red army catches up with you attack them for all it's worth. Mop up any deserters.

When the scales look balanced in your favour, retire.

Ok, that's the guide to the first 4 LANDS, although it serves as a good guide for the later levels, too. Remember. As you progress, refrain from conquering every village and town straight away. Try spying, trading and forming allegiances instead.



It's winter and your soldiers dig in. The small village nearby will be easily taken.

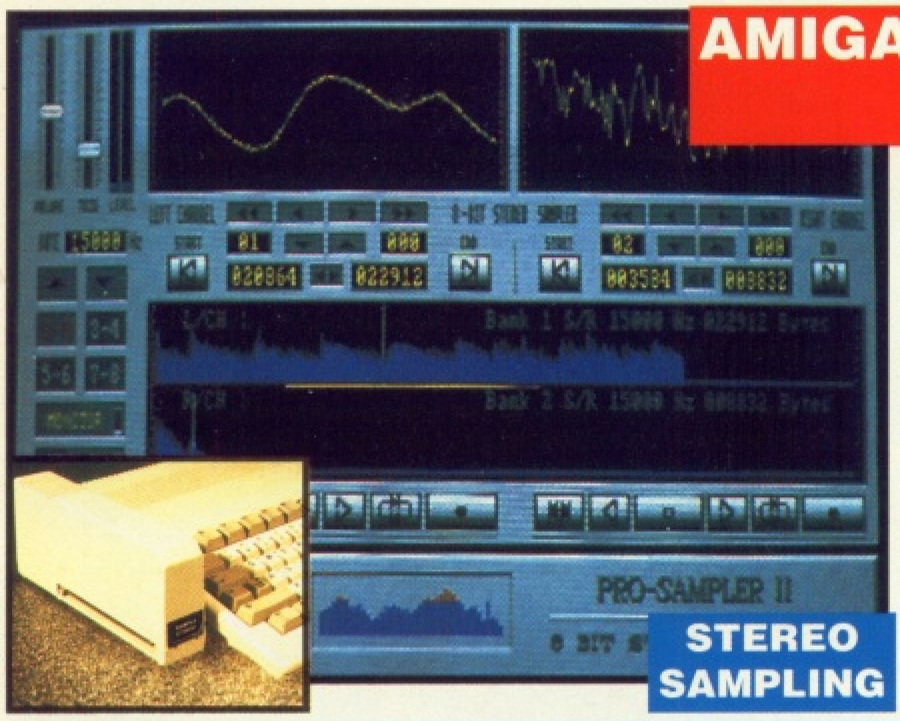


A small settlement nestles at the base of a hill. If you want to have the element of surprise, attack from above or from behind the hill. Remember that the enemy is constantly building up his forces – don't delay, wage war today!



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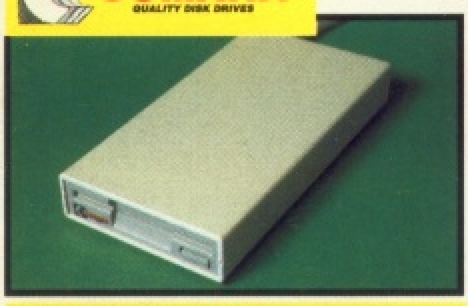


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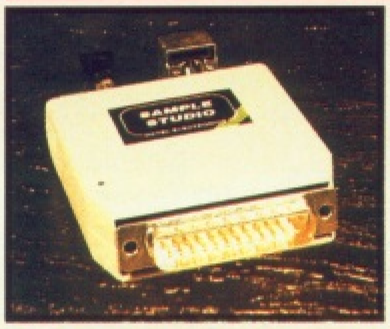


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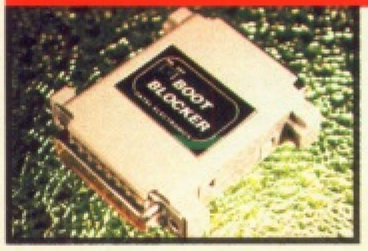


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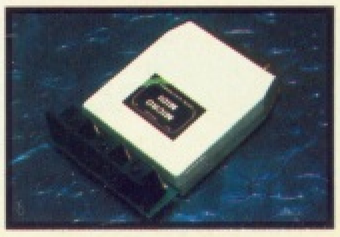
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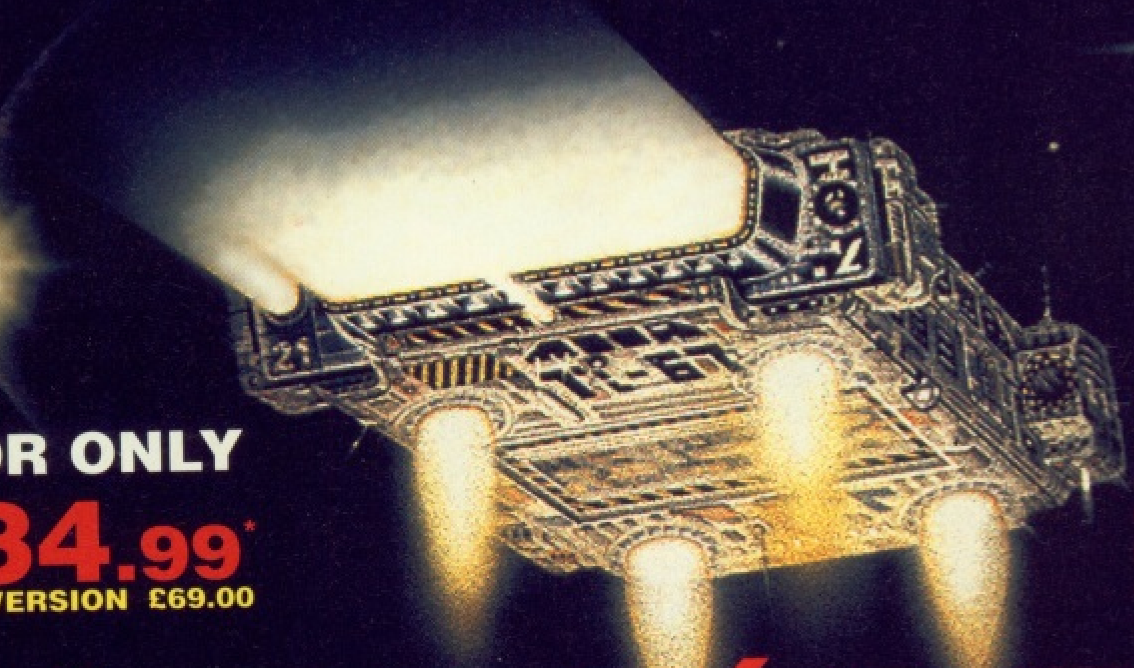
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GRAPHICS DIY

In the last of Bullfrog's 2001 demo tutorials, the Guilford-based development house tell you how to make valuable memory savings and give some useful hints on tarting up your final demo.



COMPLETING YOUR ANIMATION

Now we come to the most painful part of animation creation. It's time we edited our sections of animation together. If, like me, you are suffering from memory and timing problems, be prepared to make some heart breaking cuts in your demo.

If you have attempted the CU Demo competition and strayed massively over the 100K restriction, don't lose heart. Remember, the whole point of this exercise is to improve your skills of animation and design. Without the benefit of memory saving coding, the original memory allocated by CU Amiga is a little on the small side (sorry guys!).

When editing, don't go overboard with the cuts. Ask yourself within each sequence, what can this piece do without? Does it really matter, when all things are considered, if that bird circles, lands, pulls a worm out of the ground and rushes off to feed its family?

WISE SAVING

Before I leave this depressing subject, here are a few memory saving tips...

1) Keep your background screens to a bare minimum. Don't worry about having a huge variety of different backdrops to create a mood when a single carefully designed one will suffice.

2) Don't make your animated sprites too big. Small, well animated sprites can do the job just as well. If your sprites are too large, you have to pick up your sequence of sprites as an animated brush and then reduce the sprite size with the minus key.

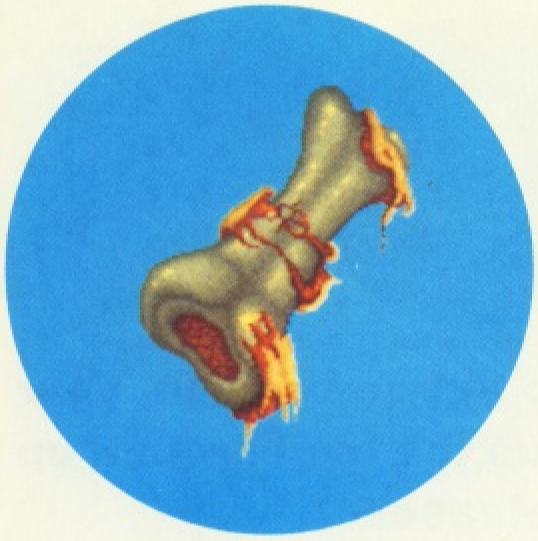
3) Reduce the number of animated frames. This is a 'taste to test' option. The amount of frames you should use, along with the frame rate, is really down to the taste of the individual artist, so experiment. Keep plenty of back-up files as this will take quite a few attempts before you find exactly what you want. Remember, if you have reduced the frame count significantly, then the frame rate may need some alteration.

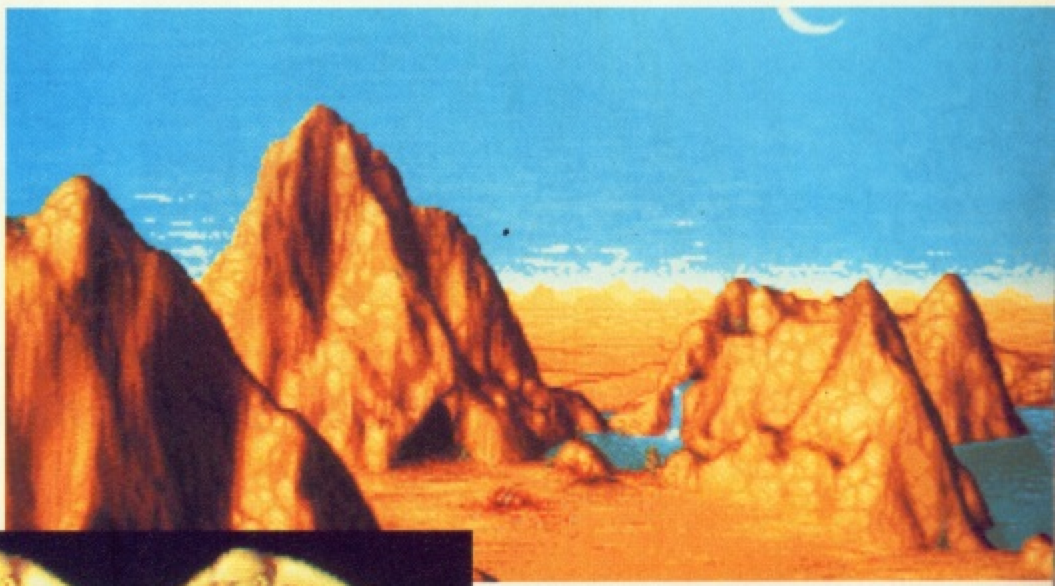
4) Reduce the screen size. This is a fairly drastic measure, but if memory is a real problem, then remove up to 16 lines from each edge of the screen. Maybe add a decorative border to fill out the screen area. If you do add a border, keep it the same through out the sequence to save even more memory.

5) Finally, and this should be used as a final resort only, drop down from 32 to 16 colours. This will lower the graphic quality of your demo somewhat, but save you up to 1/5 of the overall memory usage.

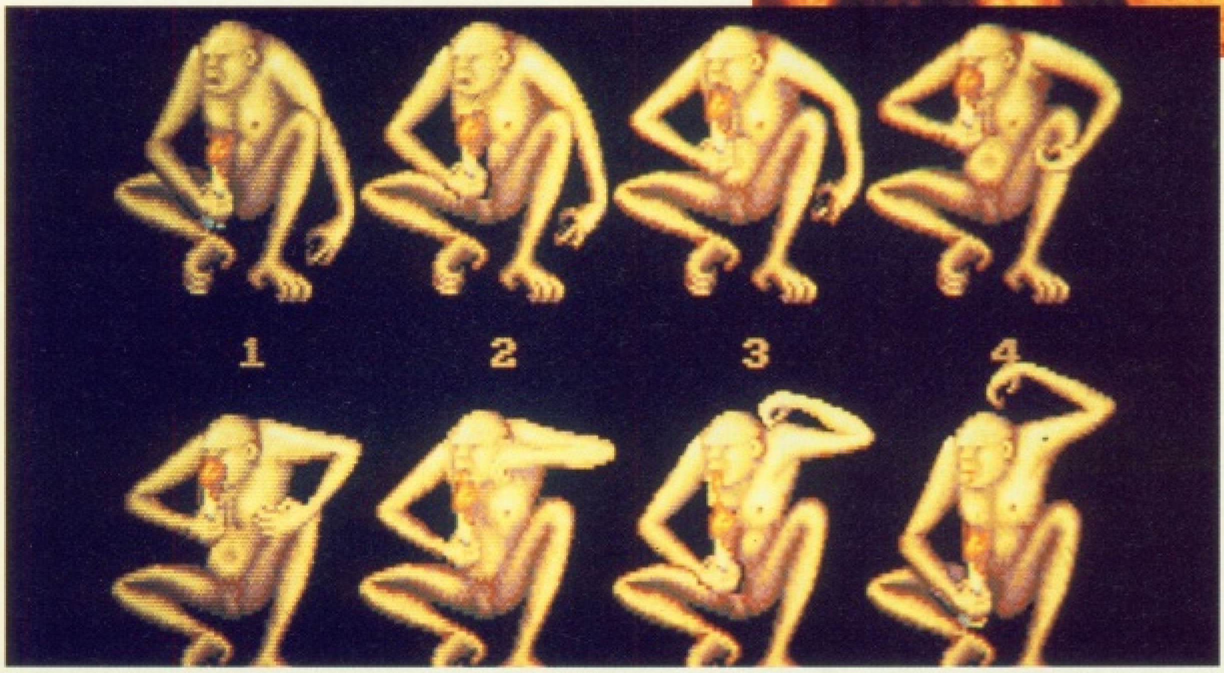
FINISHING TOUCHES

OK, back to the article. At this point you may be feeling that your demo needs a little more impact. Now that you can see your demo rather than just visualise it, you might think it needs some incidental 'nice touches' to reinforce the imagery. These special effects tend to use very little





It's might be an idea to include a number of incidental animations to reinforce the existing imagery and lend some atmosphere to the demo. In their version of 2001, Bullfrog included some birds circling a mountain in search of some easy prey and used an occasional lightning flash to stress the humidity of the area.



One way to save memory is to cut down on the number of animation frames in the demo. Cutting out an intermediate frame may or may not affect the visual appeal of the demo, so experiment until you've got the required effect. If you reduce the frame count dramatically you may need to adjust the frame rate.

extra memory and as in your favourite computer games these nice graphical touches are what make the product special.

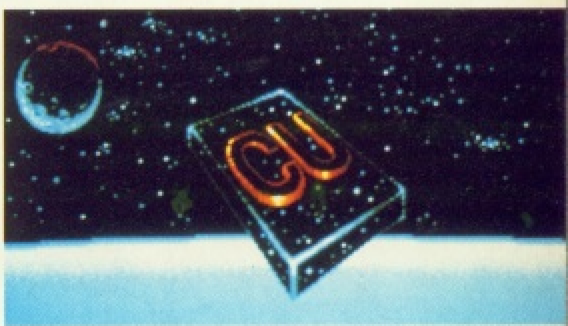
In my demo, I used a couple of old favourite incidental animations in the opening scene. Although they are quite clichéd, they do set the scene and project the required mood. Birds are circling for their prey around the tops of the mountains and in the distance there is the occasional flash of thunder and lightning caused by the humidity.

Because I ran into memory problems myself, I was fortunate enough to have what we in the trade call a 'happy accident'. By trying to cut back on memory, I ended up improving one of the sequences. The spinning bone sequence in its original form was extremely memory expensive. As I mentioned in a previous issue the spinning bone involves a large sprite rotating until it eventually explodes. By changing the viewpoint of the bone to underneath it, I then reduced the size of the bone brush frame by frame until the bone disappeared. As well as saving a vast amount of memory, it actually gave a better visual impression of the bone travelling upwards. Remember, nobody's perfect. We all make mistakes during games programming. If it was possible to accurately allocate the memory for the graphics and the programming at the storyboard stage, it wouldn't take half as long to produce.

During the spinning monolith sequence, I created a parallax effect with the starfield. This is a relatively simple programming routine, but when you have to hand draw each star's movement, it can take a tediously long time. Also in this sequence, I showed the heat increase caused by friction on re-entry to the Earth's atmosphere. This helps to create realism.

There you have it, everything (hopefully) you need to know to create your own animation. Remember, the only limits are your own imagination. Everyone here at Bullfrog are keen to see how your demos turn out. If you feel your work is of a high enough standard to work professionally as a graphic artist within this industry, please contact Peter Molyneux on 0483 579399.

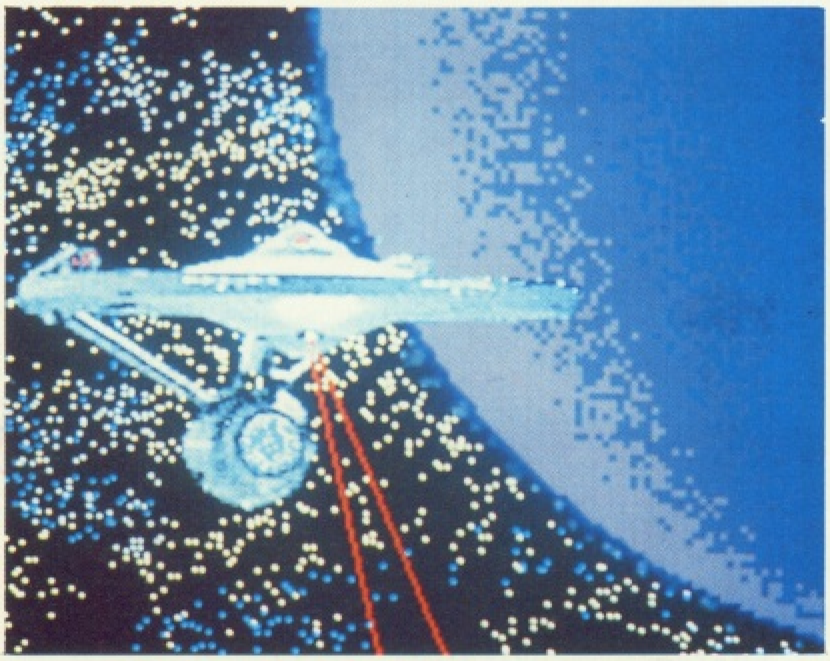
● *Next issue we'll tell you where to send your completed demos and what super prizes we've lined up.*



If memory is a real problem, reduce the number of lines from each edge of the screen and replace them with a decorative border. You might have noticed this effect on a number of software games. Obviously, the softcos concerned were having exactly the same problems as you!

DEMOS

This month we have the essential guide to Public Domain, your chance to win a hundred free PD disks, plus the usual round up of all the latest shareware releases.





A treat for all Trekkie fans. Forget the recent movies – this is the post-modernist age. Some excellent digitised images from the original Star Trek series. Alchemy presents the Star Trek Disk 2, available from 17-Bit (disk 806). Captain James Tiberius Kirk looks balefully at Mr Spock, while some poor devil has had too many dilithium crystals!

The aptly-named Silly Animations Disk 1 from Virus Free (1077) is quirky and cute. Fans of Bart Simpson will thrill to the sight of the young thug picking his nose.







Some of the most visually attractive graphics come from Virus Free Competition Slides (disk 1030). Watch out for the hand drawn glowing red dragon and also the 40-a-day green monster – a great deterrent for smoking. Also worth looking at is the tribute to the late, great Andy Warhol in the wonderful Coca-cola graphics.

SUPPLIERS' GUIDE

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

The Deeper Domain, 128 Portland Crescent, Stanmore, Middlesex, HA7 1NA.

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.

Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.

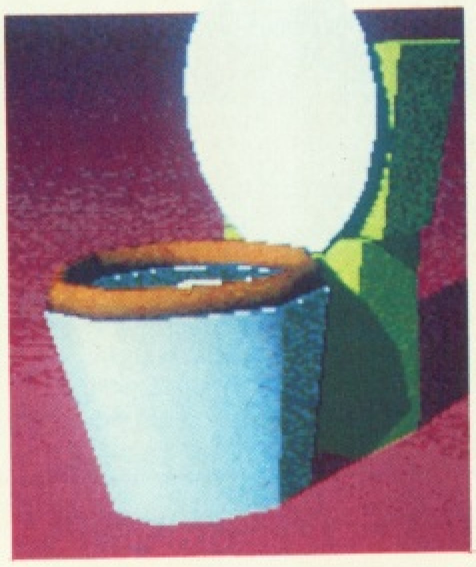
Recoil PD: 10 Down Side, Epsom, Surrey, KT18 5EX.



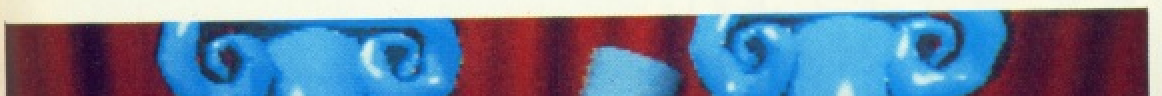


Treasure Search from APD 2 is an amusing game to hunt for the ill-gotten gains of pirates. Make calculated guesses as to where the treasure is hidden. If you are wrong, an authentic pirate voice tells you, 'There's no treasure here, shipmate'.





If pictures of toilets send you wild with desire, then Passion Slides II from Virus Free (disk 1021) has to be seen to be believed. Passion Slides II is an interesting blend of palatable electronic music and images. Also notable is the hammer and sickle motif. Keep the red flag flying, Comrades!

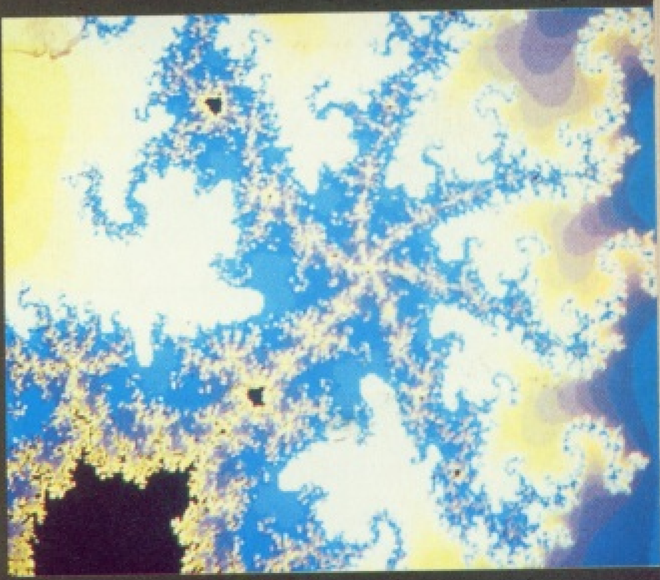


A tribute to the classic demo, The Juggler, The Magician was created by Michael Klein using Sculpt 3-D and Animate 3-D. An extremely inventive and clever animation. The magician juggles three silver balls. This action is perfectly captured in the mirror behind him. There is attention to detail in every part of the screen. The shadowing on this ray-traced extravaganza is perfectly executed.

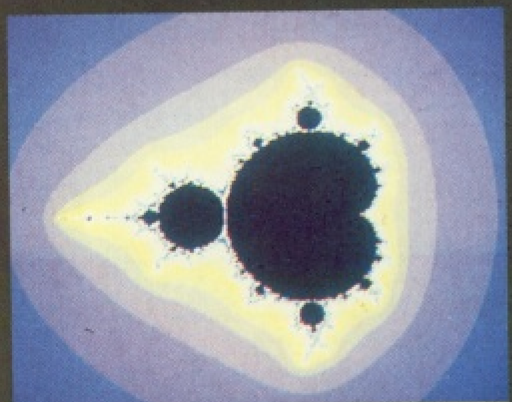
DEMO OF THE MONTH

TITLE: Stealthy Manoeuvres
AUTHOR: N/a
SUPPLIER: Virus Free
INFO: 1 disk only, extra memory required.

Chaos Rock from Brazzle Atkins is one of the most original and refreshing offerings of the month. Just turn the lights low and relax to the atmospheric music and hypnotic images. Atkins has created fascinating patterns with D Paint III and Aegis Sonix. Be warned. Watch this disc and you will go into a psychedelic time warp!







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KA34 – North Star and Fairlight Mega Demo 3. Brilliant 2-disk Demo
KA35 – Death Star Mega Demo. Yet another twin-disk Demo
KA36 – Fractal Flight. Brilliant Fractal Demo
KA37 – Viz Slide Show
KA38 – Fish Games Collection. 3 disks
KA39 – Holy Grail Adventure. Brilliant text adventure. 1 Meg
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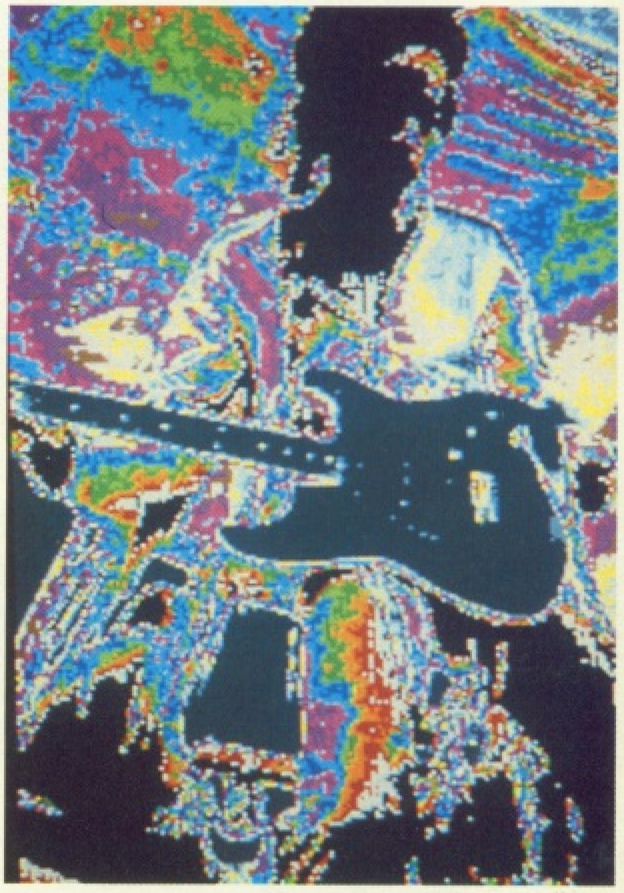
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DEMOS







READER'S DEMO

The choicest reader's demo this month comes from Steve Cooper with his fabulous disc Jimi Hendrix Vol 1. It features amazing digitized images taken from video using VIDI-Amiga and has the soundtrack of one of Hendrix's most haunting songs, 'Third Stone from the Sun'. A great deal of time and effort has obviously been invested with fantastic results. Well done, Steve!



Lovers of music demos are not forgotten. Jean-Michel Jarre Live from Virus Free (1042) features 11 of the best known tunes from the electronic genius.

P.D. GAME



From A.B.O.T.S. comes a straightforward shoot 'em up called Mayhem. In the year 2495, four convicts have escaped from a police space vessel. They have managed to bypass the security code to gain access to a docking craft. All patrol ships are instructed to use code 1 – shoot to kill. A special police department is in command of their capture. That means you! Using your joystick to manoeuvre your space vessel, shoot any objects that impede your movements. One thing to beware. Any ham-fisted controlling of the joystick will result in a sudden crash into the rocks.



'ALLO OLIVE

The Popeye Game from Premier P.D. (299) is like a Nintendo Gameboy on the screen. There are seven tunes to listen to, including of course 'Popeye the Sailor Man'. In the game itself, Popeye must catch oranges, cans and bottles to please Olive. He is in big trouble if he doesn't. However, he can gain extra lives if 1000 points is reached.



Greets to Red Devil,Jez/Silents? Frantic/Goldfire,Robotron/Silents,Tantalus/Toxic,Leroy and all others Dan/Anarchy (ring me) Mark,Bri,Joe,Windy, and any other lunatics out there in Amigaland also a megagreet to all the phreaks we met at the Commodore show ... or will meet as this is being written before the show !

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540 PE demo comp 12 - with Crusaders and Silents demos
539 PE demo comp 11 -More great demos and intros
535 GOLDFIRE Megademo - Nice ! Thanx 4 the greet Nick
532 CRUSADERS • A few tunes ... totally "Awesome"
531 Captured Imagination - Nice comp by Anarchy
530 Anarchy MF Comp - SUPERB ! Nice demo Dan + 4-Mat
529 Technotronic MegaMix - Just like the song ! remixed
525 Adept - Nice compilation with filled vector demos
520 Timecode - Total Recall demo from the film
519 A journey into sound - Very nice music disk
512 Intuition Compilation - Superb Deepsea demo !
511 Awesome Preview - Wickeddemo of the game
504 Network party demo - Great demo compilation
498 The JCS - Very very very weeeeeeeeird !
472 Crusaders demo pack - nice one ! with ED-209 game
453 EPIC Preview - Totally and utterly Brilliant ! Get it !
445 4-Mat Music - Brill ... like your stuff mat !
444 Start demo pack 5 - includes Hotwired by Crusaders
426 Crionics Neverwhere - Really excellent megademo !
423 Cool Fridge - Nice plasma FX and copper thingys
314 Mirage Megademo - Big 1 Meg demo, very nice !
254 Tomsoft trip to mars - We like it ! nice vector demo
252/253 Budbrain Megademo - Superb demos and music
251 Silents Megademo • Brilliant !
164 Scoopex Mental Hangover - Still as impressive as ever !
136 Fraxion Horror - Totally crap dont buy it !
133 Bacteria - Crusaders Mega music disk - Get it
499 Slabby Music - Oh wow its amazing !
425 DigiConcert 6 - Megamix of music ! Very cooool
424 Sound of Silents - Brilliant Brilliant Brilliant Brilliant. OK ?
245 Scoopex Beast music - All the music from the game
242 100 64 Tunes - Wild ! SID lives on !!! Get this disk !
227 Jarre Docklanmds - Great music and pics by HCC
223/224/225 Digital concerts 3,4,5 - All very good !
220/221 D-Mob Music 4 - Brilliant house music disk
218 Kefrens Jukebox - Superb musc from the kefs
186 DigiConcert 2 - Brilliant music remix
107 Vangelis Demo - Music and art slides 1 Meg

UTILITIES AND ANIMATIONS

496 Visicalc - Powerful PD spreadsheet
495 RIM - a fully relational database systems
494 ARP1.3 - CLI replacement, project
425 Sartrekker - 8 Channerl music composer
466/467/468 Countach Clipart - Very good clip art
464 Sozoban C compiler - One of the better ones
460 Iconmania - Brilliant brush>icon tools and icons
459 Jamcracker - Brilliant chip music comp system
434 Amibase - Good custom database with search
377 North C 1.1 - C compiler -
378/379/380 C Manual - Brilliant way of learning to program
356 Fish 327 - Messidos PC file reader
354 SID 1.6 - The most cool CLI killer utility for editing and stuff
345/346 VideoApplications - Great fonts and scrolling utils
340 Jazzbench - Workbench clone with more functions
334 Darkstar Utils 2 - If you expect me to list all the utilities on
130 Darkstar Utils 3 - these diskthen forget it ! Just buy one
333 Darkstar Utils 4 - and ring Red devil up and ask him ! (Dont)
330 PE Utils 5 - More utils by Mr.Devil, all I can say is they are all
331 PE Utils 6 - very well done and contain LOADS of very
332 PE Utils 7 - useful utilities that no home should be without !
N.B. None of these disks contain kirby vacumn cleaners
180 Wordwright - Comprehensive wordprocessor + more utils
123 ST-91 - Rather good instruments diskdone by me !
122 ST-90 - I will do some more soooon which will be koool !
118/119/120 Noisetracker and instrumnents disk(st-01,st-02)
474 Spacechase Anim - Brilliant chase sequence 1Meg
458 StarTrek Fleet Man. - Brilliant anim by T Richter 1 Meg
456 Stealthy 2 - Cartoon style anim of a stealthy bomber 1Meg
455 Agatron 15 - 3 Brilliant anims by Tobias all in 512K !
452 Enterprise leaving dock - Quite Amazing ! 1Meg
212 StarTrek Anim - GreatTobias anims in 512K
493 Vax Pics - Superb picture created on a Vax computer
484 ColorCycles - Brilliant slideshow of color cycling
461 YabbaDabba - Hey its the Flintstones ! Wilmaaaaah !
454 Nightbreed - Fantastic slideshow of Horror goolys !
158 Agatron 6 - Totally brilliant Ray traced space pics
137/138 Silents Slideshow - Superb Fantasy slides with music

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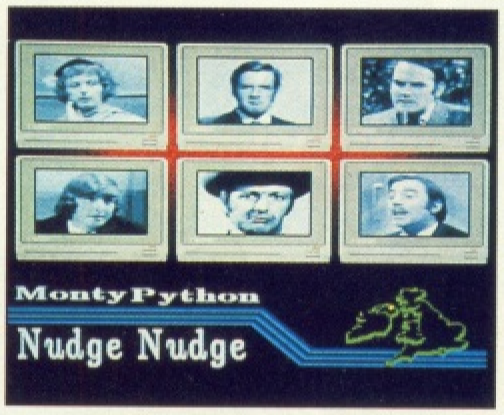
Budbrain Megademo 2 from Virus Free, rumoured to be one of the hottest selling PDs at the moment, is actually very dodgy. It's got a 'cute' mutilation scene with a woman getting stabbed in the bath tub (would a carved-up man be so 'cute' or 'entertaining'?); there's a pig-ignorant image of an African male and – to top the lot – the woman getting murdered is, supposedly, none other than Madonna herself (no doubt CBS records would find it very droll).

True to form, however, the graphics are top notch technically, and the music is infectious.

Dazzling but dumb. A triumph for flexing the Amiga's graphics – shame about the sexist crap.



Nik Williams Broadcast Computer Picture Library (570), has produced some excellent digitised images using Digi-View. This could be used to immortalise your holiday snaps!



Monty Python followers will be interested in Nudge Nudge 1&2 from Premier P.D. (338,339). This demo contains pictures from the early television series and features the soundtrack of the Nudge Nudge sketch with Eric Idle and Terry Jones.

PD TOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1	A	Total Recall
2	A	Laurel and Hardy
3	A	Bruce Lee Slide Show
4	A	Viz Slide Show (Adult)
5	U	Game Music Creator
6	G	Star Trek
7	M	Budbrain Megademo 2
8	A	Digi Movie (Adult)
9	M	Sound of Silents
10	A	Probe Demo

Start Computers (572) have come up with a good mix of digitised images and graphics. The row of heads at the top shake their heads in time to the music. The inevitable return of the headbangers?



AMAZING PD COMPETITION!

CU Amiga are dying to give away 100s of free PDs. The lucky person who gets first prize receives 100 disks, 25 second prize, and ten for third place winners. So get cracking and name the demo. Below are sections from demos that have been featured in the past. Name each demo and the name of the crews who programmed them.

Answers on a postcard to: PD Giveaway, **CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Answers must arrive by 28th February.

▼ 1





▲ 2

▼ 3





▲ 4

NUMBER 1 IS ....

NUMBER 2 IS ....

NUMBER 3 IS ....

MUSIC DIY

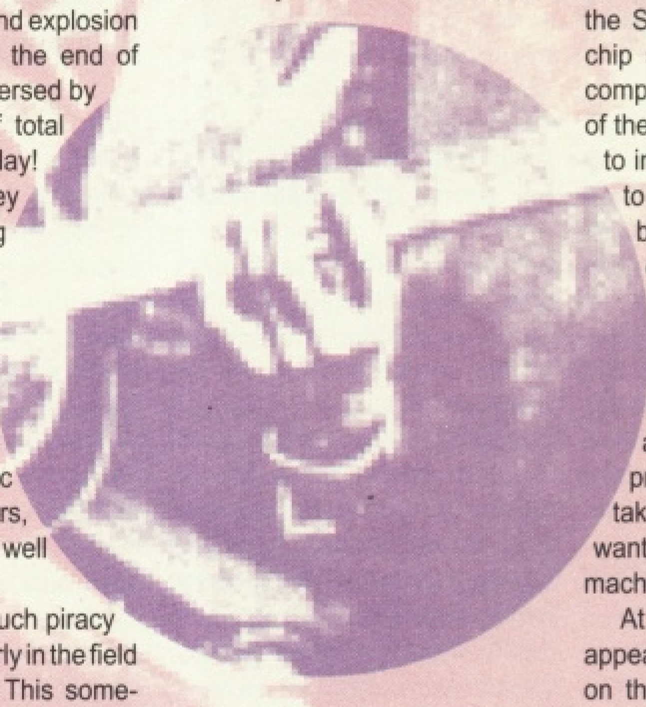
Music maestro Martin Walker shows us how to get by on limited memory and the best way to produce chords with only four channels.

There seem to be many softcos who still want game soundtracks to occupy just 30K of memory (or less!) - it's certainly possible, but don't expect very much variety in the music. With careful choice of samples that can be used in both a bass and lead lines less sounds can be used, but it's never a satisfactory alternative to having space for more interesting instrumental selections. Allocating 80K or more allows the musician to 'spread their wings' so to speak, and thankfully some products do boast huge soundtracks as a feature. With the ever increasing quality that graphic artists aspire to, the atmosphere of the game needs even more carefully chosen aural accompaniment. It needn't take any more time (or money!) to produce more varied music - just a more generous attitude towards memory allocation at the outset.

For each Amiga soundtrack commission I always create new samples which appear in no other game: it is possible to shave a little time and money off a project by choosing from a 'pick and mix' selection, but reviewers and customers always remember and remark on the music that sounds different. This also precludes the use of public domain samples. It can be surprising how many games still have a similar selection of dry gunshots and explosion effects tacked on at the end of development, interspersed by agonising periods of total silence during play! Imagination is the key word when producing any sounds; using your ears counts for more than any expensive piece of equipment. Mind you, I have been involved in electronic music for over 20 years, so my ears must be well trained by now!

It is sad that so much piracy still goes on, particularly in the field of computer games. This sometimes means that software houses are reluctant to supply musicians with development versions of the game to avoid any possibility of 'leaks' (it appears that not everybody is a professional!) One can understand their worries, and videotapes of the game are a useful alternative, but nothing can compare with seeing the real thing before starting to write the music. The most enjoyable way to write that I have found to date is to get a free running ST demo of the game; then you can work on the Amiga version of the music while watching the ST version. It might seem a luxury, but otherwise the only other way to hear your music 'in' the game is to record it onto cassette to play along with whatever you are supplied. The completed game may not be produced for some months, and I can still be surprised by which track is my favourite when I finally get to hear everything 'in situ'!

Some months ago I had a conversation with the designer of the TRACKMAN sequencer for the ST. When I told him that I now wrote music for computer games he assumed that I wrote everything using MIDI equipment, and then had a module for each computer that converted everything to run properly on the destination machines. If only I could! Using MIDI, each note is a separate event, even if part of a chord, and modern synths allow 16 or even



32 notes simultaneously. In practice the Amiga has four channels, and most of the other machines have only three. Chords must always be produced by either sampling the whole chord at once, or in the case of lesser machines by multiplexing a series of notes in rapid succession to simulate the same thing. (It is possible to sum two samples before sending them to each channel of the Amiga to provide eight 'channels' overall, but this will degrade the sound quality to seven bits.)

In addition to this, many machines have different sound chips, and what may sound perfect on one fails dismally on another; even though all of the notes are the same. This is because of the different waveforms used; the square waves of the ST, Spectrum and Amstrad chip sound hollow and lifeless compared with the infinite variety of the Amiga samples. One way to inject sparkle in this case is to run two channels in unison but with one slightly detuned. This creates a wonderful chorusing effect, but it does mean that the music must be written in a certain way to accommodate it. So, in practice, converting music takes a significant time if you want the best results on each machine.

At long last the Amiga is appearing with greater regularity on the MIDI scene; during the past year many publishers have launched professional sequencers, voice editors and other music software onto the market, and I'm hoping to be able to bring you reviews of the latest products as they arrive. It's worth bearing in mind that although the ST still provides the lowest cost entry into the music scene when using a 99 mono monitor and needing no external interface, the Amiga has one unique advantage (as exploited by several sequencer packages so far) - support for IFF samples provides a stand alone system that doesn't need an external MIDI keyboard at all! This means that the sequencer can be used to write music alone at first until a MIDI keyboard is purchased, when the same songs can instantly use the external sounds instead (with no additional work!) This is certainly not the most important consideration in choosing a sequencer, but bear in mind that five years ago a stand-alone system with this sort of specification would have cost thousands! Progress indeed.

ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

UTILITY SOFTWARE

PROJECT D

Project D is basically a disk copier program. There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFM level. Not only does Project D allow you to back-up unprotected disks, it also allows certain protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, such as Atari ST, MS-DOS, C/PM and Xenix. These will only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since this program is primarily intended to make back-up copies for your own use, the inclusion of this facility is somewhat dubious. CU would like to make it perfectly clear that we don't condone software piracy in any shape or form.

Verdict: A moderately fast disk copier with a good disk editor and some extra facilities you may find useful.

Evesham Micros (0386 765500) Price: £57.50

AMOS

Billed as 'The Creator', *AMOS* Basic is designed to make program creation easy – or at least easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a computer like the C64 suddenly found themselves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. *AMOS* allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the *AMOS* Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the *AMOS* program there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any IFF format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory for use while you are running *AMOS*. Also included is *AMAL*, an animation language which allows you to generate smooth animation sequences for inclusion in your *AMOS* programs. Animation speeds are quite impressive. There are one or two problems if you own an A1000 with expansion memory; some of the screen displays go haywire and the system crashes frequently. These occured while running all of the 4 demo programs supplied as examples. A500 owners shouldn't suffer from these problems though.

Verdict: You still need the original ideas in order to write a games program, but *AMOS* will make it much easier to achieve a creditable end result. A must for budding games writers

Mandarin Software
(0625 878888)
Price: £49.99

K-SPREAD 3 AND K-SPREAD 4

Reknowned for their application software, Kuma have now extended their range with *K-Spread 3* and *K-Spread 4*, two professional sporead sheet systems. The systems are billed as some o fthe most professional to hit the Amiga, and can load and save DIF, Lotus, ASCII, WKS and WK1 files, and the systems are fully WIMP operated for user-friendliness. Each package sports over two-hundred functions and cover database, logical and financial handling, and time and date calculations. There is also a facility to define your own functions to suit your needs. These can then be added to the system's menu system. Files can be loaded, swapped and comapred and the system automatically senses whether it is a numeric or text file it is handling.

K-Spread 4 can do all this, but also has macro and graphic facilities, which allow you to string sequences togteher and provide graphs of your details respectively. In addition, the graphs can be summoned and redrawn via the F keys. Both come with a War 'And Peace-size manual, and are available now.

Kuma
Price: £79.95 (*K-Spread 3*) and £99.95 (*K-Spread 4*)

THE DIGITAL MUSICIAN

Thalamus are normally associated with their fast all-action shoot'em-ups, but with *The Digital Musician* they take a brave step into the field of music software. Written by Softeyes, *The Digital Musician* is a complete package that takes you by the hand and guides you through the difficult stages of making music. Amongst its many features, it offers music, sample, pattern, and song editors, and claims that, despite its many features, it is extremely user-friendly. It also sports a MIDI option. The manual is extremely easy to follow, and punters about to enter the world of music packages, should give this a whirl.

Thalamus
Price: £29.99

ACCESSORIES

SOUNDBLASTER

Ever wanted arcade-quality sound from your Amiga? if so, then Manchester's Siren Software have come to your rescue. *Soundblaster* is a new device which allows you to hook your Amiga up to two fifty watt speakers for better sound quality. The speakers look like they've been nicked out of a car, but they make your games sound out of this world. The main device plugs into the back of your machine, and it sports buttons which allow you to alter the balance and change the volume of the output. In addition, Siren are also giving away a pair of stereo headphones with the device so that if your *Xenon II* exploits get too loud for your neighbours' liking, you can plug in and still benefit from the improved sonics.

Siren Software
Price: £52.99

MINI-AMP II STEREO SPEAKERS

If you don't have your hi-fi stereo system in the same room as your Amiga or you don't have a stereo monitor, then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port, for power. By placing a speaker either side of the TV or monitor, you get the full stereo effect of games, music programs and those excellent demo disks that are always appearing on the PD market. One problem is the very short lead between the Amiga and the volume control box, which means if you use something like the A500 Control Centre then it is difficult to adjust the volume.

Verdict: If you don't already have a stereo sound facility then give this serious consideration.

Trilogic (0274 678062)
Price: £19.99

THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a smart white and grey plastic box, and measures 3 inches wide by 6 inches long and $1\frac{1}{2}$ inches deep.

The unit can be plugged into the external drive socket of the Amiga and has four independent functions, each one indicated by at least one high intensity LED. Two LEDs indicate which side of the disk is being written too or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives, even if the disks themselves are unprotected. This will stop all viruses from being written to any disk.

The most important feature of this unit is in detecting viruses. For a virus to be destructive, it must first write to the disk. The write light of the *Phaser* will flash on at any time the disk is being written to. Boot block and Link viruses both write to disk within 10 seconds of switching on the computer. All you need to do is watch the indicator and if it lights you've got a disk virus.

The Phaser costs £34.95 plus £1.25 p&p direct from the inventor. Please make all cheques payable to John Dudley and send to: 118 MiddleCrockerford, Basildon. Essex. SS16 4JA.

A500 CONTROL CENTRE

If you are fed up with all the wires coming out of the back of your Amiga and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The *Control Centre* fits over the rear of the A500 and gives a large surface for the TV or monitor to stand on, directly above the computer. There is also a small, full width shelf which will house extra disk drives, papers, and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the *Control Centre* so that the mouse and joysticks can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts, but needs only four screws to assemble, plus the fitting of two 9-pin sockets into their holes in the side.

Verdict: If you have your A500 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Micros (0480 300738)
Price: £49.95

GS4500 SCANNER

Datel have improved on their *GS4500* hand scanner and the result is an even clearer image, thanks to the custom LSI chip that has been added. Continuing these improvements, they have also added to the scanner's software and it now features the ability to merge two scans, along with a number of new editing commands. In addition, Datel are now bundling the scanner and software with *Photon Paint Illustrator*, making it one of the better value scanners around.

Datel
Price: £169.99

ACTION REPLAY MK III

Also from Datel is the new, updated *Amiga Action Replay* cartridge. The new MK II version still has all the facilities that the first one had, but has had a Music Sound Tracker, instant DOS commands, a boot selector, and an Autofire manager added making a powerful and extremely useful development tool. Also, for people who feel the need to save screens from their games to show off high-scores and the like, whereas the first unit required a bit of hassle as you tried to get it to save as an IFF file, the new software saves it down as IFF straight away. Similarly, snatched music is saved straight to DOS. A few other rough edges have been smoothed off, too, and there is also a version out which will fit the A2000 which costs ten quid more than the price listed below.

Datel
Price: £59.95

MINIGEN

A mini-genlock device to allow you to combine a TV (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to title and even interact with your home videos. The unit is the same size as the TV modulator box and plugs into the same socket. There is a three position switch which displays the Amiga graphics only, the video signal only, or a combined picture. In the combined picture the video signal replaces the background colour on the Amiga screen. Thus a coloured title on a plain background will show up as a coloured title superimposed on your video picture. The output signal from the Minigen is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.

Verdict: If you are into home videos in a big way then this is well worth considering.

Applied System Developments Ltd.
Price: £115

AUDIOMASTER III

Famed for their *Expert* cartridge, Trilogic return to the field with a new Amiga sampler. The *Audiomaster III* software is billed by the company as the 'finest piece of sampling software available for the Amiga', and it runs on any 512K machine, although those of you with extra memory can take advantages of a few additional features. Amongst the many features, there is a CD simulator for crisper sound, and it can also sample at an impressive 52.6K samples per second. Also, adding to the software's value, Trilogic are throwing in a free MK2 Stereo Sampler. This useful piece of kit complements the new software and can handle the fast sample rate at over 100K a second. *Audiomaster III* also houses a state-of-the-art sampling chip. For a measly extra fifteen quid, Trilogic have added a printer through port to avoid any annoying pulling of cables, allowing the sampler to be kept plugged in all the time.

Trilogic
Price: £99.99.

ADDITIONALS

BUSINESS SOFT

INFOFILE

This useful software acts as a database manager and can organise sound graphics and information into easy-to-access bite size chunks. With *InfoFile* you can store and organize addresses, phone numbers, and fax numbers of all your business contacts, clients and friends. It can also help with basic business accounts – expenses and inventory for your small business or home can easily be maintained.
InfoFile comes with ready-made database templates already designed for the most common uses for storing information. The Template Disk containes templates for addresses, your cheque book, church and country club (!) activities, expense reports, inventory, libraries for books, music, video, real estate listings, staff members, and even one for keeping track of your work out sessions.
InfoFile is also capable of storing and diplaying any IFF graphic file created from *Fusion Paint*, *Deluxe Paint*, *DigiPaint*, or any other IFF compativble painting or digitizing program. Additionally, the utility can also store and play any IFF digitized sound file created by *Future Sound*, *Pro Sound Designer* or any other IFF compatible sound digitizing program.
We'll have a full review next issue.
For further information write to: The Disc Company, 60, rue Marcel Dassault, 92100 Boulogne-Billancourt, France.
Price: £49.95

EDUCATIONSOFT

FUN SCHOOL 3

Database continue their *Fun School 3* series with the addition of three more packages. Each aimed at a different age group, there are learning games for 5-7 year olds, over 5s and over 7s. The games are very simplistic and involve elementary puzzle solving, but they are bound to please the younger members of the household who maybe don't get to use the computer very often. The presentation is about as good as you are going to get, with colourful and simplistic sprites brightening it up and making the games fun to look at – vital if you want to keep a kid's attention for more than fifteen minutes. In all, these packages are well worth a look, they should keep their respective age groups going for a while, and with six games per package, they probably won't get bored too soon. Well worth a gander.

Database
Price: Not available at presstime

NEWS SOFT

Derbyshire schoolchildren will soon be experiencing Japanese culture and language without leaving their classrooms – thanks to a technological breakthrough by Commodore.
Commodore's revolutionary CDTV combines the technologies of the computer and the compact disk with an ordinary television. The Derbyshire scheme is part of the CDTV pilot marketing prior to its launch in Spring 1991. *Japan World* is the first dedicated educational program for the new machine and was developed by Global Learning Systems Ltd and Derbyshire County Council following Toyota's decision to build a £700 million car assembly plant in the county.
Commodore will be supplying CDTVs to the secondary schools taking part in the scheme, which is designed to foster a better understanding of the Japanese language and culture. Using a simple infra-red remote control unit, the Derbyshire schoolchildren will be able to ecxperience Japan on their classroom TV screen in full colour and stereo sound, complete with text, graphics and motion video.
By linking the presentation of audio and visual info to their responses, students are able to work at their own pace and teachers can tailor programs to individual needs.

JOYSTICKS

RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft, with fire buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks as though it will give proportional control it is a straight on-off type joystick and doesn't give a very firm feel, particularly in the up/down directions. Great fun to use for car race games and flight simulators.
Verdict: Definitely has appeal, but a little pricey.

Euromax (0262 601006)
Price: £36.75

ULTIMATE RAPID-FIRE

This wide base, metal shafted joystick will really let you kill those aliens. There are no less than 4 big red fire buttons, two either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed.
Verdict: Although expensive, this is the one I'd use.
Euromax (0262 601006)
Price: £26.40

QUICKSHOT II PLUS

The old, trusty QSII joystick has been given a new lease of life by the inclusion of new micro-switches which give a much more responsive feel. In the past, the Quickshots have been heavily criticised for their lack of strength and responsiveness, and the addition of the switches should ensure that they have a more positive feel and that they last a lot longer than their switchless predecessors. Also, at the surprisingly low price, this is definitely a worthwhile buy for Christmas.

Verdict: A new version of an old favourite which is good value for money.

Spectravideo
Price: £7.75

WE'RE TALKING ABOUT YOU. . .

ADDITIONALS OFFERS THE READER A CONCISE YET COMPREHENSIVE GUIDE TO AMIGA UTILITIES, PERIPHERALS, MUSIC AND GRAPHICS PACKAGES.
IT'S EASY-TO-READ, DOESN'T DRONE ON, YET IT PACKS IN THE FACTS.
PLEASE HELP US MAKE THIS SECTION EVEN BETTER BY KEEPING OUR REVIEWERS INFORMED OF YOUR PRODUCT UPDATES.
WRITE TO US NOW. MARK YOUR LETTERS FOR THE ATTENTION OF TONY DILLON C/o ADDITIONALS, CU AMIGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. WE'RE WAITING. . . .

GOLDEN JOYSTICKS

1990 seemed to whizz by, but all the same there was a fair selection of quality software in the softshops and now it's your turn to tell us which games you thought were absolute corkers. Will it be Powermonger, Supremacy, Prince of Persia, Rotox, Lost Patrol, Their Finest Hour, Turrican, Midnight Resistance or some other gem of a game? The choice, as they say, is yours. Just fill in the following categories and send them to us at CU Amiga.

Your votes are crucial in deciding who wins the famous Golden Joystick Awards – the only awards given to the software industry that are chosen by the people who buy and play their games. The votes we receive will be counted along with those of C&VG, ACE, The One, Sinclair User, Mean Machines, and PC Leisure and combined to make the biggest reader's poll in the gaming world.

And as we're the generous types we'll put all the votes we receive in a sack and the first three pulled out will win £100 of software free. Either tear the page out or make a photocopy and send them to:

Reader's Poll, CU Amiga,
30-32 Farringdon Lane, London
EC1R 3AU. *The closing date is the 1st March so get writing.*

BEST GRAPHICS IN A GAME ....

BEST SOUNDTRACK ....

BEST SIMULATION ....

BEST COIN-OP CONVERSION ....

GAME OF THE YEAR ....

HARDWARE MANUFACTURER OF THE YEAR ....

SOFTWARE HOUSE OF THE YEAR ....

BEST ADVERTISEMENT ....

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PERSONAL CALLERS WELCOME

TOP 100 AMIGA GAMES

	MEMBER	RRP
A10 TANK KILLER	24.99	39.99
→ AMOS GAMES CREATOR	24.99	49.99
AWESOME	19.99	34.99
ARMOUR GEDDON	13.99	24.99
→ ATF II	9.99	24.99
→ BADLANDS	10.99	19.99
BATTLE COMMAND	13.99	24.99
BACKGAMMON ROYALE	13.99	24.99
BLITZKRIEG	18.99	29.99
BOMBER BOB	13.99	24.99
BACK TO THE FUTURE II	13.99	24.99
→ BUG BASH/NUCLEUS	4.99	12.99
BETRAYAL	18.99	29.99
CADAVER	13.99	24.99
CARTHAGE	13.99	24.99
→ CHAOS STRIKES BACK	11.99	24.99
CHASE HQ II	13.99	24.99
CHRONOQUEST II	6.99	29.99
CODENAME ICEMAN	21.99	39.99
COLONELS BEQUEST	19.99	39.99
CONQUEST OF CAMELOT	19.99	39.99
DICK TRACY	13.99	24.99
DUNGEON MASTER	13.99	24.99
ELVIRA	18.99	29.99
EPIC	18.99	29.99
→ F19 STEALTH MISSION	??.99	29.99
FINALE	13.99	24.99
FLIGHT OF INTRUDER	18.99	29.99
FLIGHT SIMULATOR II	19.99	34.99
→ FINAL COUNTDOWN	9.99	24.99
FINAL WHISTLE	8.99	12.99
FOOLS ERRAND	12.99	24.99
GAZZA II	13.99	24.99
GOLDEN AXE	12.99	19.99
→ GREMLIN II	9.99	24.99
HARD DRIVIN' II	13.99	24.99
HARLEY DAVISON	17.99	29.99
HARPOON	18.99	29.99
HEROES QUEST	24.99	39.99
INDY 500	14.99	24.99
→ INT. SOCCER CHALLENGE	11.99	24.99
KICK OFF II	12.99	19.99
→ KILLING GAME SHOW	9.99	24.99
KINGS QUEST IV	19.99	29.99
LOTUS ESPRIT TURBO	13.99	24.99
LEMMINGS	13.99	24.99
→ LEISURE SUITE LARRY III	21.99	39.99
LOOPZ	13.99	24.99
→ M1 TANK PLATOON	14.99	29.99

	MEMBER	RRP
MINDGAMES	13.99	24.99
NIGHT HUNTER	14.99	24.99
NITRO	11.99	19.99
NARC	13.99	24.99
NINJA REMIX	13.99	24.99
→ OBITUS	17.99	34.99
OMNICRON CONSPIRACY	13.99	24.99
OOPS UP	13.99	24.99
→ ORIENTAL GAMES	11.99	24.99
OPERATION STEALTH	19.99	29.99
OPERATION HARRIER	15.99	24.99
POWERMONGER	18.99	29.99
POWER PACK	18.99	29.99
PANG	13.99	24.99
→ OPERATION SPRUANCE	9.99	24.99
POLICE QUEST II	19.99	29.99
PRINCE OF PERSIA	14.99	24.99
ROBOCOP 2	14.99	24.99
→ ROGUE TROOPER	9.99	24.99
SHADOW OF THE BEAST II (+T-SHIRT)	19.99	34.99
SPACE ACE	27.99	44.99
SPACE QUEST III	19.99	29.99
SIMULCRA	13.99	24.99
SPEEDBALL II	13.99	24.99
→ SPELLBOUND	6.99	19.99
→ STUN RUNNER	10.99	19.99
SUPER OFF ROAD	12.99	19.99
SUPREMACY	19.99	29.99
→ STREET HOCKEY	11.99	24.99
→ SHOCKWAVE	9.99	24.99
TOTAL RECALL	14.99	24.99
→ THE SPY WHO LOVED ME	9.99	24.99
→ TONAK THE WARRIOR	9.99	24.99
→ TEENAGE MUTANT NINJA TURTLES	13.99	24.99
TOURNAMENT GOLF	13.99	24.99
TEAM SUZUKI	13.99	24.99
TIME WARP	24.99	44.99
TEAM YANKEE	18.99	21.99
TOYOTA CELICA GT	13.99	24.99
ULTIMA V	19.99	29.99
ULTIMATE RIDE	18.99	29.99
UMS II	18.99	29.99
WINGS	18.99	29.99
→ WHEELS OF FIRE	16.99	29.99
WOLF PACK	18.99	29.99
→ WORLD CHAMP'SHIP SOC'R	9.99	24.99
WONDERLAND	15.99	24.99
WRATH OF DEMON	24.99	44.99
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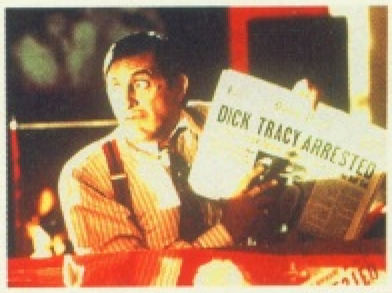
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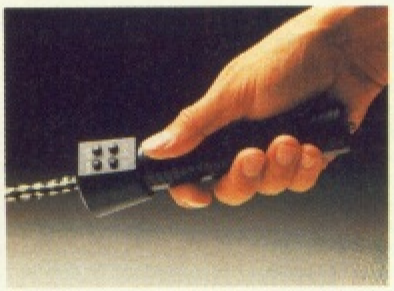


WHO'S PLAYING WHAT...

Steve James: Speedball II, Lemmings, Exterminator
Dan Slingsby: Speedball II, Turrican II, Exterminator
Mark Patterson: Speedball II, Turrican II, Dragon Wars
Steve Merrett: Speedball II, Timewarp, Exterminator
Andy Beswick: Speedball II, Robocop II, Turrican II

GADGET CORNER...

This month's foray into the world of technological achievements takes a look at some benefits in the pet world:





THE PARROT PHONE

Not to be confused with the Bat-Phone, this utterly realistic piece of kit's eyes light up when the phone rings and its squacking voice will alert you to an incoming call, or you can switch it over for a short piece of music. The phone is accessed by gently pulling the bird's head off.

THE INVISIBLE DOG

An old fave, updated and improved upon. You've all seen the old leads for our invisible best friends, but this new deluxe model features a collar which won't dig into the animal's neck. One new curiosity, though, is the addition of a number of buttons on the end of the leash. When pressed, they prompt various animal noises, ranging from a cat to a cow!

PANDA HAIR DRYING KIT

By slotting the Panda-shaped diffuser over the end of a hairdryer you can create brilliant designs with your coiffure. The set also comes with a Hippo attachment for concentrated blowing.

THE SECURITY BEAR

Disguised as a harmless Teddy Bear, the Security Bear is an unarmed killer. Seated within your car, he'll make himself at home until you get back. If, however, thieves are brave enough to risk the bear's wrath he'll let out a piercing roar which will bring PC Bill to the scene of the crime.

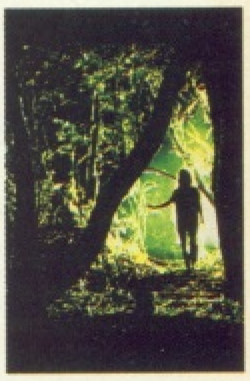
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VIDEOS FOR FEBRUARY

1 HARDWARE Easily one of the better, small budget films to be made in Britain, Hardware gives most of the more recent horror flicks a much-needed kick up the backside. Starring a cast of virtual unknowns it is a superb piece of suspense centred around a woman's fight to survive against a rampaging robot. Hardware is set in a very depressing world of the future and considering it is such a low budget film, director Richard Stanley has excelled.



2 THE GUARDIAN Directed by William 'The Exorcist' Friedkin, The Guardian stars Jenny Seagrove as a creepy nanny who takes an unnatural interest in a small boy, Jake, and it eventually transpires that she is a member of a bizarre cult who worship trees. Even worse, she is about to sacrifice Jake to one of her wooden baby-eating gods. Assorted bit-part actors attempt to stop her and get pulled apart, but the gore and suspense is in short supply. Despite a promising plot and some interesting ideas, The Guardian is a massive let-down.

3 DIE HARD 2: DIE HARDER They say that lightning never strikes twice, but exactly one year after John McClane saved his wife from the hands of a group of terrorists, his wife is again held hostage as a group of mercenaries lay siege to the airport he is meeting her from. As can be expected, what follows is a series of explosive confrontations, with Willis calmly wise-cracking as he barely survives each one. In all, Die Hard II is one of the best sequels since Aliens, and is well worth a gander.

TEN THINGS THAT EVERYONE HATES

1 CYCLISTS
2 OLD BIDDIES WHO STOP IN FRONT OF YOU FOR NO REASON AND THEN WHINGE WHEN YOU BUMP INTO THEM
3 FAT PEOPLE ON TRAINS WHO CRUSH YOU WHEN THEY SIT NEXT TO YOU
4 IMPATIENT COMMUTERS
5 COMPUTERS THAT CRASH, TAKING ARTICLES WITH THEM
6 PEOPLE WHO TALK LOUDLY AT THE CINEMA
7 GITS WHO CAN'T DRIVE FOR TOFFEE
8 TRENDIES WHO WERE LAUGHING AT FLARES LAST YEAR BUT ARE NOW WEARING THEM
9 HARD MAN DONNIE FROM THE NEW KIDS ON THE BLOCK

& Finally...

DICK TRACY

Touchstone

HIGHLIGHT: A Breathless Madonna
GIMMICK: The plentiful cameos
PLOTLINE: Comic book scrapes with weirdo bad guys

A hotly-awaited video release, Dick Tracy is something of a let-down. It has everything that normally makes for a good film: ie. a strong, well-known cast (Al Pacino and James Caan play heavily made-up baddies), stylish backdrops, and a lot of action. Somehow, though, the big bucks invested into it don't pay off and the film lacks life. The aforementioned baddies are extremely close to their cartoon counterparts, and Warren Beatty's direction is adequate, but as the main character he is a little too one dimensional. It's difficult putting your finger on what is actually wrong with the film, but whilst boasting some nice ideas Dick Tracy is ultimately dull.

TEN RECORDS THAT MAKE MORE COMEBACKS THAN GARY GLITTER

1. Merry Christmas Everybody – Slade
2. Lonely This Chrismas – Mud
3. Little Drummer Boy – Bing Crosby/David Bowie
4. Stop The Cavalry – Jona Lewie
5. So This Is Christmas – John And Yoko
6. Mary's Boy Child – Boney M
7. Anything from Grease – John and Olivia
8. The Laughing Gnome – David Bowie
9. Two Little Boys – Rolf Harris
10. Band Aid – Anyone who's famous at the time

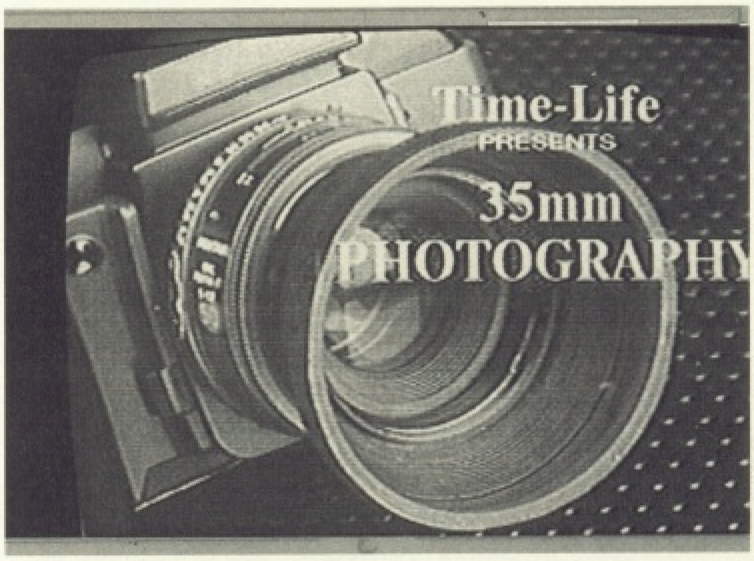
THE MOST POPULAR KARAOKE NIGHT IMAGINABLE...

A Milli Vanilli evening.

WOULD YOU CREDIT IT?

Film credits are getting longer and longer. In fact, some TV companies think that they're boringly long and are planning to chop off the end credits on television transmissions. Some credits, however, are oddball nuggets. Here are just a few:
Rat trainer, Mo Di Sesso (from Willard); Ant co-ordinator, Warren Estes (from Empire Of The Ants); Automatic Billion Bubble Machine by N A Fisher Chemical Products Inc (from Robot Monster); Demonology Advisors Ed and Lorraine Warren (from Amityville 2); Tap Dance Routine choreographed by Daniel Joseph Giaghi (from Exorcist 2).

IN	OUT
Betty Boo	Kylie
Tarby	Roy Walker
Fry Ups	Health Food
Fangoria	Look-In
Fruit Pastels	Hubba Bubba
Christian Slater	Nicholas Cage
Julia Roberts	Emily Lloyd
Voyage To The Bottom Of The Sea	Time Tunnel
Clive Barker	Beatrix Potter

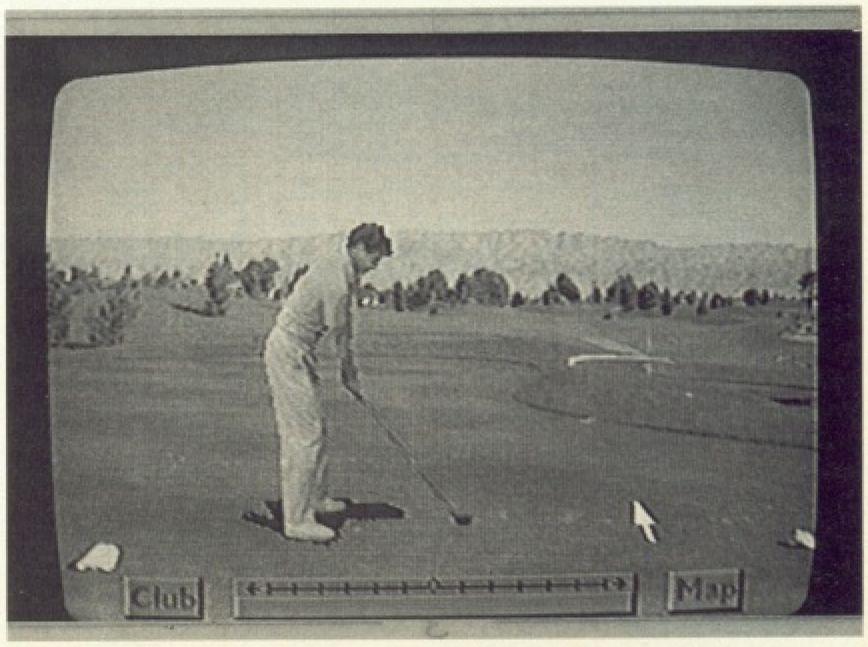


CDI - BLIND DATE?

As the recent Intertainment Show in New York proved, CDTV is not the only aspirant to the Compact Disc entertainment crown.

Working together, Sony and Philips were wooing the crowds by introducing them to the world of CDI. Only one game exists at present – *CDI Golf* – but this blows away the likes of *Leaderboard* as it features on-screen footage of the Pebble Beach course. You even get the grunts and other reactions when you make a bad shot. Also, they are entering the realms of educational software and in a novel twist, they can provide complete disks of the 'show me how' variety – including photography of all things.

Another marvel at the show was a clever, cable-based system. You may soon be able to decide the fate of all your favourite soap stars, or answer questions in the many quiz shows on the box. Thanks to various link ups, it will also be possible to change the coverage of sports games, a sort of DIY directing kit. It'll be a while before every home has one, but could you imagine a game of Blind Date played by over 3,000,000 people – it'd take Cilla ages to read out the names!



& Finally...



Rodents with cirrhosis smell a rat – they're being used to grow organs!!

THE WEIRDEST PLOT OF ANY GAME

The aliens had landed. Their top secret plans, disguised as ordinary pink loo rolls, were hidden in the rooms humans knew as toilets. . .

This was the background to one of the strangest games ever to appear. Aptly titled *Kamikaze*, you had to prevent humans from wiping their bottoms on the aliens top secret battle plans. The only way to do this was to use your spaceship's lasers to blow away the patrons of the portaloos. From time to time, doggies would attempt to run off with the bog rolls in a vain attempt to be cute – they're not so cute if you burn a gaping hole through their heads.

This is the sort of game that makes the industry today what it is.

TOP FIVE BAR GAMES

180 – Mastertronic darts sim; *Bar Games* – beer guts and sport from Epyx ; 3D Pool – Firebird's serious pool simulation; *Video Poker* – lose money at home, courtesy of Mastertronic; *Dominoes* – we can't remember who did this, or why.

GROW YOUR OWN KIDNEYS

Thanks to a super new chemical and a fabric found in anoraks, the sick and ailing could soon be in a position to seed their own replacement organs, claims University of Alabama Professor, John Thompson. He has already succeeded in creating 'organoids' in laboratory conditions and has plans to try out the process on humans. HBGF, a chemical growth factor, is spread over a portion of Gore-Tex, a material used in wet weather coats. Place it inside the body and a meaty mass will start growing.

Experiments on rats are proving successful. One rodents damaged liver is already on the mend.

This could be a boon for boozers. The whole CU Amiga crew have already put their names forward as guinea pigs when clinical tests begin.

Chief Officer, Oktopi, crash lands his snowball on a strange, new world.



ICE ICE MAYBE

Spaceships of the future will be made from huge balls of hydrogen ice, says Jonathon V. Post, an aerospace engineer with the Space Systems Division of Rockwell International.

The most common – and lightest – element in the universe is hydrogen, which makes it the perfect choice for both the structure of and fuel for interstellar craft, claims Post.

An 'onion skin' arrangement of metallic sheets would separate and insulate the ice. As chunks of hydrogen were thawed, slush could be channelled into a fusion reactor as fuel.

However far fetched as it sounds, Stephens is convinced that in time the US or Europe will send snowballs to Andromeda – if only to compete with the Japanese who are researching it.

AND FINALLY?

If any of you have the poor taste to have purchased the February edition of Amiga Action you may have noticed something curious. Not only does the issue feature the New Kids on the Block lookalike ed team on its cover, but the last page in the magazine is a brand new regular called – you've guessed it – And Finally. . . Claim Action: 'It's the page where anything goes and will'. Oh well, as they say, imitation is etc. . . .

TOP TWENTY AMIGA CHART

1. Teenage Mutant Hero Turtles
2. Powermonger
3. Robocop II
4. F19 Stealth Fighter
5. Fantasy World Dizzy
6. Lotus Turbo Challenge
7. Toyota Celica Rally
8. Hollywood Collection
9. Treasure Island Dizzy
10. S.C.I.
11. Indy 500
12. Power Pack
13. NARC
14. Golden Axe
15. Advanced Fruit Machine
16. Kick Off II
17. After Burner
18. Silkworm
19. Elvira
20. Wheels Of Fire

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ADVERTISERS' INDEX

CU AMIGA - THE TOP GAMES FIRST!

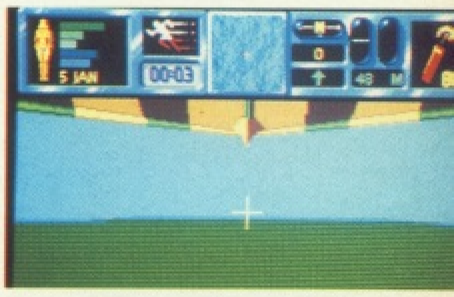
Following an issue as hot as the one you're holding is far from easy, but we're going to try regardless. As you can expect from the World's best Amiga mag, we'll have the most up-to-date games coverage, along with all the news, views, and previews of all the best forthcoming titles. Here's what to expect...



Race into action next month as CU Amiga puts pressure on the pedal while testing US Gold's graphically tasty Super Monaco Grand Prix.

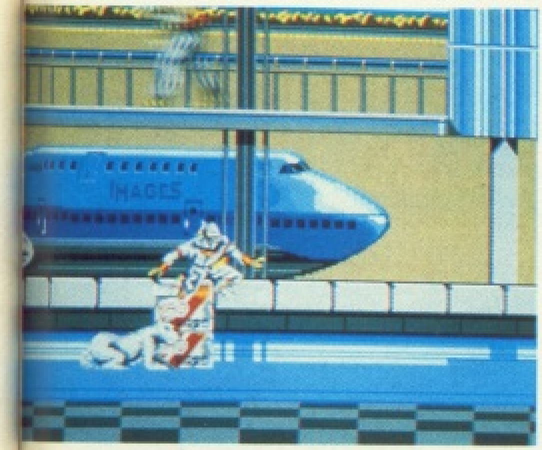
REVIEWS If you thought our reviews this issue were hot, just look what we've lined up for next month. We've got Lucasfilm's life on the high seas epic, Monkey Island, super race action from US Gold and Domark in the form of Super Monaco Grand Prix and Hard Drivin' 2 respectively. Our team of dedicated joystick journos will also be taking a look at Gremlin's Suzuki motorbike race sim, Entertainment International's Gazza II, US Gold's beat 'em up Shadow Dancer and the destined-to-be-great Midwinter II from MicroProse. Other equally groovy games include The Assembly Line's futuristic epic, Cybercon III and Ocean's 3D extravaganza, Epic. Stay tuned.

The question is a simple one. Is a game any good? Rest assured that next month, as always, CU Amiga, will be letting you know. . . .



watch out for Flames of Freedom, the follow-up to the critically acclaimed Midwinter. Just one of our great exclusives. . . .

IN DEVELOPMENT With an ear to the ground, CU's been out and about signing up the best games for exclusive previews. Take your pick from Core Design's prehistoric arcade adventure, Chuck Rock, MicroProse's F-15 II, Domark's conversion of Tengen's Thunder Jaws, and more on the hottest games around.



Our review-packed issue will contain many a hot licence, including the beat 'em up Shadow Dancer.

DISK NUMBER ELEVEN There's no doubting that CU's disk is streets ahead of the rest, and we extend the distance between us and our rivals even further with a complete game from U.S. Gold. What will it be? Well, you'll just have to pick up our next issue to find out... One thing's guaranteed, though, it's going to be a corker.

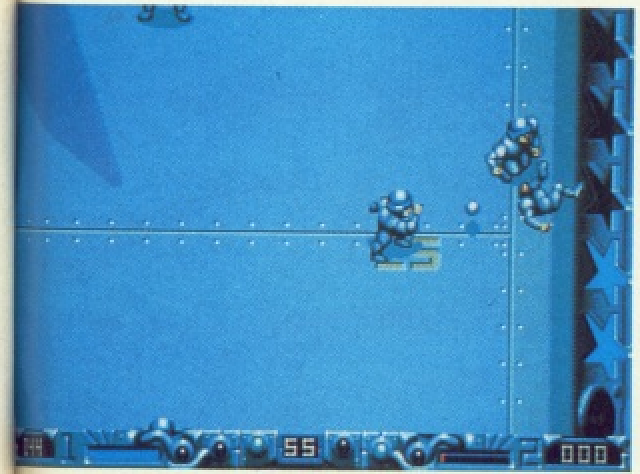
PLAY TO WIN Timewarp, Speedball II, and more of this month's hottest games are tipped to death, with the help of the programming supremos behind them. The chaps at the Assembly Line will be helping all you failed Exterminators, too.



Read next month's issue and get the chance to win a truck load of the finest Amiga entertainment. And there'll be a fantastic, money off offer, too.

FIRST IMPRESSIONS Steve Merrett, our resident Doris Stokes, gazes into his crystal ball (oo-er) to see what games we'll be playing later in the year. As usual, we'll tell you about hot new games first, and let you know on their failings and plus points.

PLUS! PLUS! PLUS! All the usual features that set CU above the rest, and a major competition with U.S. Gold where you can win thousands of pounds worth of all the latest software. So, if you want to be ahead of the rest, make sure that you pick up the next, bumper edition of CU. Be there, or be shaped like a disk...



Top tips next month as Play to Win gets its teeth into a brace-and-half of red hot gamers hints. watch out for Timewarp, Speedball 2 and Exterminator, plus a brand new column for RPG fans.

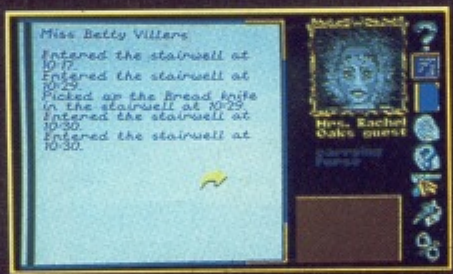


Entertainment International's graphical extravaganza gets the CU Amiga treatment as joystick journo Mark Patterson gets his mitts on a stick and comes up with the definitive guide to the game.

GOLD IN

The city's alive, an electronic jungle, a million windows dance with the projected patterns of multi-coloured imagery, the corridors of power echo with the sound of digitalised technology as countless...

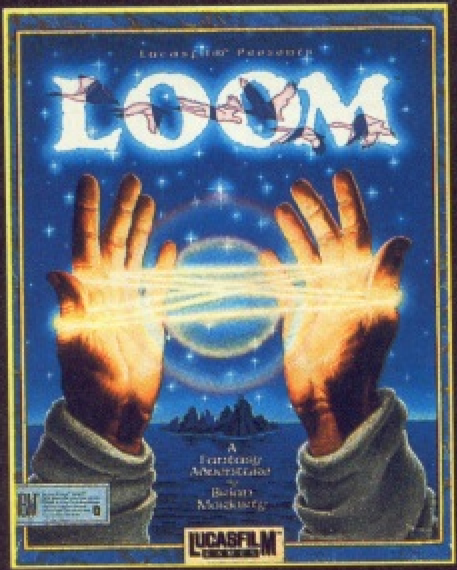




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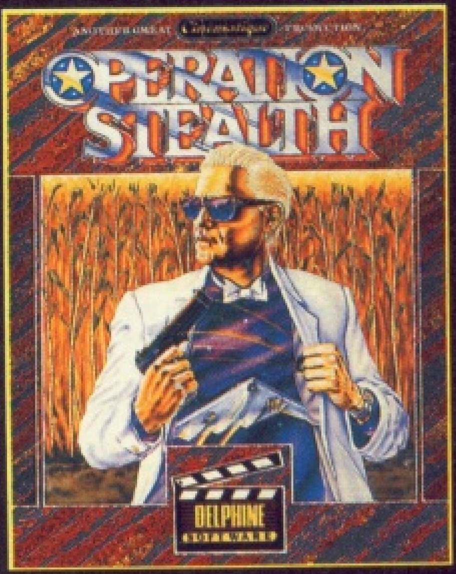




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- *Point 'n' click control of characters, objects & magic spells.*





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- *Superb music enhanced by Ad Lib and Roland compatibility (PC version).*

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THE CITY

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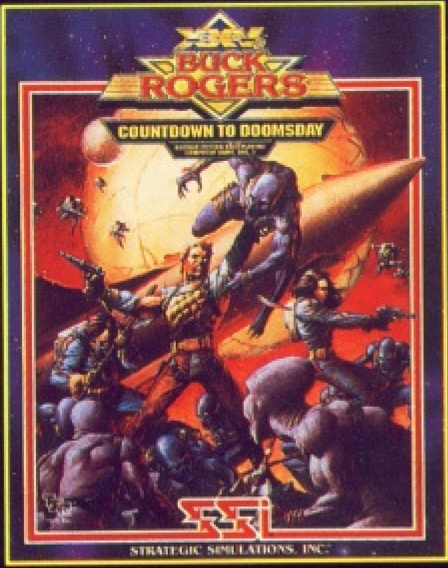




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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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